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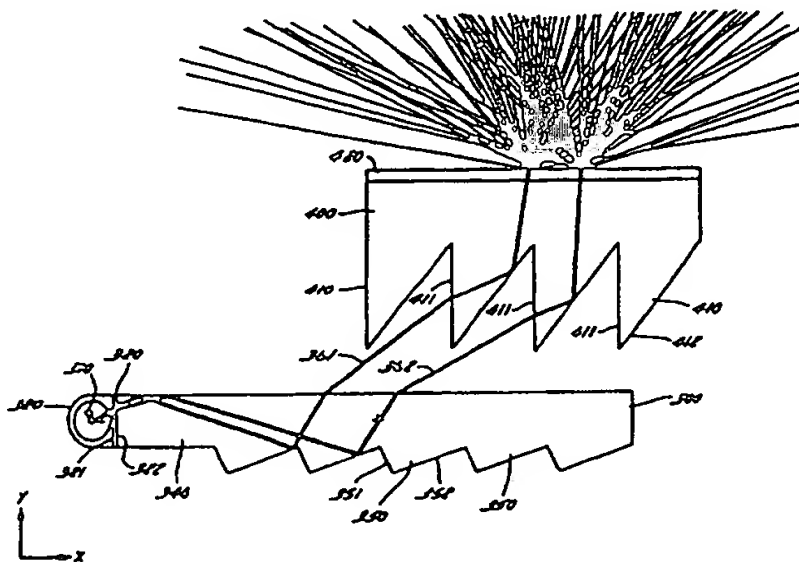
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## (57) Abstract

Systems and methods for providing an LCD with a collimated backlight and a non-Lambertian diffuser are described. An LCD system includes: an illumination source (60) for producing light; a collimating waveguide (80) optically connected to the illumination source, the collimating waveguide including a top surface (146), an incident end (130) and a plurality of substantially parallel optical elements (140) for redirecting light from the incident end to, and through, the top surface, each of the plurality of substantially parallel optical elements including a first facet (142) that is nonparallel to the top surface and a second facet (144) that is nonparallel to the top surface; a reflector (70) optically connected to the light source and optically connected to the collimating waveguide, the reflector (1) at least partially surrounding the illumination source, and (2) reflecting light from said illumination source to said incident end by direct reflection; a liquid crystal display (40) optically connected to the collimating waveguide; and a non-Lambertian diffuser (30) optically connected to the liquid crystal display for directing light from said liquid crystal display. The light from the reflector is directly incident upon the incident end. The systems and methods provide advantages in that the light from the LCD is bright and homogeneous.

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## APPARATUS FOR LCD BACKLIGHTING

### BACKGROUND OF THE INVENTION

#### 1. Field of the Invention

The present invention relates in general to the field of liquid crystal display (LCD) systems. More particularly, the present invention relates to a liquid crystal display that is illuminated with collimated backlighting. In a preferred embodiment, the present invention relates to a liquid crystal display system that includes a collimating backlight and a non-Lambertian diffuser. The present invention thus relates to liquid crystal display systems of the type that can be termed collimated backlit non-Lambertian diffused.

#### 2. Discussion of the Related Art

Within this application, several publications are referenced by arabic numerals within parentheses. Full citations for these, and other, publications may be found at the end of the specification immediately preceding the claims. The disclosures of all these publications in their entireties are hereby expressly incorporated by reference into the present application for the purposes of indicating the background of the present invention and illustrating the state of the art.

Historically, it has been known in the prior art to illuminate liquid crystal displays. Liquid crystal displays of the type hereunder consideration are well-known to those skilled in the art. A conventional liquid crystal display is typically illuminated with a backlight device. Such a backlight device typically includes an illumination source located at one edge of a planar waveguide. For example, prior art liquid crystal display backlights have been based on a rectilinear waveguide having a transparent top surface and a metallized bottom surface. Such backlights are conventionally powered by a single fluorescent lamp located at one edge of the rectilinear waveguide, or by two lamps located at two edges.

As is known to those skilled in the art, the light from such an illumination source must be coupled into the waveguide in order to illuminate the liquid crystal display. In the past, this coupling has been inefficient. Thus, a previously recognized problem has been that much of the light available from the illumination source is wasted resulting in decreased brightness. Needless to say, it is desirable to provide a backlit liquid crystal display having higher brightness.

What is needed therefore is an apparatus that efficiently couples light from the illumination source into the waveguide. However, efficient coupling between the illumination source and the waveguide is not sufficient. Liquid crystal displays require collimated incident light and include a polarizer. Therefore, what is also  
5 needed is an apparatus that collimates and redirects the light from the illumination source so that the maximum amount of light from the illumination source can be coupled through the polarizer of the liquid crystal display. Collimation involves minimizing divergence. What is also needed is an apparatus that not only increases the brightness, but also provides anamorphic, (i.e., non-Lambertian),  
10 illumination, (e.g., different divergences in the horizontal and vertical directions).

Another previously recognized problem has been that liquid crystal displays are not bright enough for use in high ambient light conditions. Therefore, what is also needed is an apparatus that increases the brightness of a liquid crystal display. By increasing the overall coupling efficiency, a liquid crystal display will appear  
15 brighter. Alternatively, a lower power illumination source can be used to achieve the same brightness. Needless to say, it is desirable to provide a backlit liquid crystal display having lower power consumption.

Another previously recognized problem has been that the light transmitted through liquid crystal display systems is not homogeneous. Typically, the area of  
20 the liquid crystal display that is closest to the illumination source, or illumination spots, will be brighter. Therefore, what is also needed is a backlit liquid crystal display with more homogenous light distribution.

One unsatisfactory previously recognized approach, which attempts to solve the efficiency and homogeneity problems referred to herein, involves replacing the  
25 metallized bottom surface with a surface that includes a number of white dots. The density of the dots is proportional to the distance to the illumination source so that the backlight illuminates a liquid crystal display with greater homogeneity. However, this previously recognized approach has the disadvantage of relatively low coupling efficiency. Further, this previously recognized approach also has the  
30 disadvantage that the white dots do not collimate the light.

Moreover, this previously recognized approach also has the disadvantage of relatively high cost. The manufacture and sale of LCD systems is a competitive business. A preferred solution will be seen by the end-user as being cost effective. Therefore, what is also needed is a liquid crystal display system that is cost effective. A solution is cost effective when it is seen by the end-user as compelling when compared with other potential uses that the end-user could make of limited resources.

Yet another previously recognized problem has been that much of the light transmitted through liquid crystal display systems is wasted because it is not seen. The eyes of a viewer occupy a relatively localized position with respect to the liquid crystal display. The liquid crystal display will appear brighter if the light that is available from the liquid crystal display is directed to the viewer's eye. Therefore, what is also needed is a backlit liquid crystal display having directionality. Heretofore, the above-discussed requirements have not been fully met.

The below-referenced U.S. patents disclose embodiments that were at least in-part satisfactory for the purposes for which they were intended. The disclosures of all the below-referenced prior U.S. patents, in their entireties, are hereby expressly incorporated by reference into the present application for purposes including, but not limited to, indicating the background of the present invention and illustrating the state of the art.

U.S. Pat. No. 5,390,276 discloses a backlight assembly utilizing microprisms. U.S. Pat. No. 5,365,354 discloses a GRIN type diffuser based on volume holographic material. U.S. Pat. No. 5,359,691 discloses a backlighting system with a multi-reflection light injection system. U.S. Pat. No. 5,253,151 discloses luminaire for use in backlighting a liquid crystal display matrix. U.S. Pat. No. 5,050,946 discloses a faceted light pipe. U.S. Pat. No. 5,202,950 discloses a backlighting system with faceted light pipes. U.S. Pat. No. 5,534,386 discloses a light source destructuring and shaping device.

## SUMMARY AND OBJECTS OF THE INVENTION

By way of summary, the present invention is directed to a liquid crystal display system having a collimating backlight and a non-Lambertian diffuser. An effect of the present invention is to project light through a liquid crystal display.

5 A primary object of the invention is to provide an apparatus that efficiently couples light from the illumination source into the waveguide. Another object of the invention is to provide an apparatus that collimates the light from the illumination source so that the maximum amount of light from the illumination source can be coupled through the polarizer of the liquid crystal display. Another  
10 object of the invention is to provide an apparatus that increases the brightness of a liquid crystal display. Another object of the invention is to provide an apparatus having lower power consumption. Another object of the invention is to provide an apparatus with more homogenous light distribution. Another object of the invention is to provide an apparatus that is cost effective. Another object of the  
15 invention is to provide an apparatus having directionality. Another object of the invention is to provide an apparatus that is rugged and reliable, thereby decreasing down time and operating costs. Another object of the invention is to provide an apparatus that has one or more of the characteristics discussed above but which is relatively simple to manufacture and assemble using a minimum of equipment.

20 In accordance with a first aspect of the invention, these objects are achieved by providing an apparatus comprising an illumination source for producing light; a first distributed wedge collimating waveguide optically connected to said illumination source, said first distributed wedge collimating waveguide including a top surface, an incident end and a first plurality of  
25 substantially parallel optical elements for redirecting light from said incident end to said top surface and through said top surface by leakage, each of said first plurality of substantially parallel optical elements including a first facet that is nonparallel to said top surface and a second facet that is nonparallel to said top surface; a second distributed wedge collimating waveguide optically connected to  
30 said first distributed wedge collimating waveguide, said second distributed wedge collimating waveguide including an upper surface and a second plurality of

substantially parallel optical elements for redirecting light that is leaked through said top surface through said upper surface; and a reflector optically connected to said light source and optically connected to said first distributed wedge collimating waveguide, said reflector (1) at least partially surrounding said illumination source, and (2) reflecting light from said illumination source to said incident end by direct reflection. In one embodiment, a liquid crystal display is optically connected to said upper surface and a non-Lambertian diffuser is optically connected to said liquid crystal display for directing light from said liquid crystal display.

10 Another object of the invention is to provide a method that can be used to illuminate a liquid crystal display. Another object of the invention is to provide a method that is predictable and reproducible, thereby decreasing variance and operating costs. Another object of the invention is to provide a method that has one or more of the characteristics discussed above but which is relatively simple to  
15 setup and operate using relatively low skilled workers.

In accordance with a second aspect of the invention, these objects are achieved by providing a method of illuminating a liquid crystal display which utilizes an apparatus comprising: an illumination source; a first collimating waveguide optically connected to said illumination source, said first collimating  
20 waveguide including a top surface, an incident end and a first plurality of substantially parallel optical elements for redirecting light from said incident end to, and through, said top surface, each of said first plurality of substantially parallel optical elements including a first facet that is nonparallel to said top surface and a second facet that is nonparallel to said top surface; a second  
25 collimating waveguide optically connected to said first collimating waveguide, said second collimating waveguide including an upper surface and a second plurality of substantially parallel optical elements for redirecting light from said top surface through said upper surface; and a reflector optically connected to said light source and optically connected to said first distributed wedge collimating waveguide,  
30 wherein each of said second plurality of substantially parallel optical elements is an imaging optic. In one embodiment, the second facet of each of said first

plurality of substantially parallel optical elements is concave with respect to said top surface.

These, and other, aspects and objects of the present invention will be better appreciated and understood when considered in conjunction with the following  
5 description and the accompanying drawings. It should be understood, however, that the following description, while indicating preferred embodiments of the present invention, is given by way of illustration and not of limitation. Many changes and modifications may be made within the scope of the present invention without departing from the spirit thereof, and the invention includes all such  
10 modifications.

### BRIEF DESCRIPTION OF THE DRAWINGS

A clear conception of the advantages and features constituting the present invention, and of the construction and operation of typical mechanisms provided with the present invention, will become more readily apparent by referring to the  
15 exemplary, and therefore nonlimiting, embodiments illustrated in the drawings accompanying and forming a part of this specification, wherein like reference numerals designate the same elements in the several views, and in which:

FIG. 1 illustrates a perspective view of a conventional liquid crystal display backlight, appropriately labeled "PRIOR ART"; and

20 FIG. 2 illustrates a partial sectional view of a portion of the conventional liquid crystal display backlight shown in FIG. 1, appropriately labeled "PRIOR ART";

FIG. 3 illustrates a schematic view of a liquid crystal display system according to the present invention;

25 FIG. 4 illustrates a perspective view of a liquid crystal display backlight according to the present invention;

FIG. 5 illustrates a partial sectional view of the liquid crystal display backlight shown in FIG. 4;

30 FIG. 6 illustrates a partial sectional view of another liquid crystal display backlight according to the present invention;



FIG. 7 illustrates a partial sectional view of a collimating waveguide according to the present invention;

FIG. 8 illustrates a perspective view of a collimating waveguide according to the present invention;

5        FIG. 9 illustrates a sectional view of a wedge collimating waveguide according to the present invention;

FIG. 10 illustrates a sectional view of a distributed wedge collimating waveguide according to the present invention;

10       FIG. 11 illustrates an elevational view of a portion of a liquid crystal display system according to the present invention;

FIG. 12 illustrates a partial sectional view of a portion of the liquid crystal display system shown in FIG. 11;

FIG. 13 illustrates a partial sectional view of a collimating waveguide according to the present invention;

15       FIG. 14 illustrates a partial sectional view of a liquid crystal display system according to the present invention;

FIG. 15 illustrates a partial sectional view of a collimating waveguide according to the present invention;

20       FIG. 16 illustrates a schematic sectional view of a portion of the collimating waveguide shown in FIG. 15;

FIG. 17A illustrates a perspective view of a portion of a collimating waveguide according to the present invention;

FIG. 17B illustrates a perspective view of a portion of an imaging collimating waveguide according to the present invention;

25       FIG. 17C illustrates a perspective view of a portion of a collimating waveguide according to the present invention;

FIG. 18 illustrates a schematic view of a recording configuration for making diffusers according to the present invention;

30       FIG. 19 illustrates a partial sectional view of a collimating waveguide according to the present invention;

FIG. 20 illustrates a geometrical construction of a portion of a collimating waveguide according to the present invention;

FIG. 21 illustrates a geometrical construction of a portion of a collimating waveguide according to the present invention;

5        FIG. 22 illustrates a geometrical construction of a portion of a collimating waveguide according to the present invention;

FIG. 23 illustrates a portion of a collimating waveguide according to the present invention;

10       FIG. 24 illustrates a portion of a collimating waveguide according to the present invention;

FIG. 25 illustrates a portion of a collimating waveguide according to the present invention;

FIG. 26 illustrates a portion of a collimating waveguide according to the present invention;

15       FIG. 27A illustrates a schematic cross sectional view of a liquid crystal display backlighting system according to the present invention;

FIG. 27B illustrates a schematic perspective view of the liquid crystal display backlighting system shown in FIG. 27A;

20       FIG. 28A illustrates a schematic cross sectional view of a portion of a light bending and viewing film according to the present invention;

FIG. 28B illustrates a schematic cross sectional view of a portion of a light bending and viewing film according to the present invention;

25       FIG. 29A illustrates a schematic cross sectional view of a portion of an angular filtering film adjacent a collimating waveguide according to the present invention;

FIG. 29B illustrates a schematic cross sectional view of a portion of an angular filtering film adjacent a collimating waveguide according to the present invention;

30       FIG. 30 illustrates a schematic cross sectional view of a liquid crystal display backlighting system according to the present invention;

FIG. 31 illustrates a schematic cross sectional view of a portion of a light turning and viewing film according to the present invention; and

FIG. 32 illustrates a schematic cross sectional view of a portion of a collimating waveguide according to the present invention.

## 5 DESCRIPTION OF PREFERRED EMBODIMENTS

The present invention and the various features and advantageous details thereof are explained more fully with reference to the nonlimiting embodiments described in detail in the following description. Before describing the present invention in detail, a graphical review of prior art structures in FIGS. 1-2 is in  
10 order.

Referring to FIG. 1, a conventional liquid crystal display backlight is shown where light from illumination source 1 travels to backlighting light pipe 2 through separate light pipe 3. Separate light pipe 3 is divided into a number of laterally adjacent sections.

15 Referring now to FIG. 2, a partial cross sectional view of the backlighting light pipe 2 in FIG. 1 is shown. The divergence of the incoming light is reduced.

### 1. System Overview

The above-mentioned requirements of high brightness, low power consumption, homogeneity and directionality are to some extent mutually  
20 contradicting and cannot be satisfied simultaneously in the case of a conventional liquid crystal display system. However, it is rendered possible to simultaneously satisfy these requirements to a certain extent by employing a collimating waveguide together with a non-Lambertian diffuser in consideration of the fact that the collimating waveguide tailors the light for use in the liquid crystal display  
25 while the non-Lambertian diffuser tailors and homogenizes the light for viewing by an observer.

Referring to the drawings, it can be seen that the present invention includes a generally planar collimating waveguide assembly provided with facets. For example, FIG. 4 shows an isometric view of a light engine 90 connected to a

waveguide collimator assembly 1000. Pursuant to the present invention, the collimating waveguide assembly can be embodied in several nonmutually exclusive configurations. Subcomponents of these configurations are interchangeable and can be combined.

5 Referring to FIG. 3, light engine 10 is connected to waveguide collimator 25. Waveguide collimator 25 is connected to homogenizing diffuser 30. Liquid crystal display 40 is connected to diffuser 30. Light shaping diffuser 45 is connected to liquid crystal display 40. An additional light engine 50 can also be connected to waveguide collimator 25. The order of light shaping diffuser 30 and  
10 liquid crystal display 40 can be reversed.

## 2. General Description

The liquid crystal display system includes several components. These components can include an illumination source, a reflector, one or more nonimaging optics, a collimating waveguide assembly, a diffuser/homogenizer, a  
15 liquid crystal display and a non-Lambertian diffuser.

### Illumination Sources

According to Liouville's theorem, for an optimized light engine, the input distribution is almost uniform; therefore, Lambertian. The following Equation (42) is a result of Liouville's theorem. As discussed by Welford and Winston<sup>(1)</sup>  
20 and by Winston and Jannson<sup>(2)</sup>  $D$  is the width of the waveguide.  $d$  is the diameter of the emitter, or source.  $\beta$  is the output angle in air:

$$d \sin 90^\circ = D \sin \beta \quad (42)$$

The  $90^\circ$  factor in Equation (42) is based on the fact that light is coming from the source in all directions. The optimum light collimating engine, according to  
25 Equation (42), provides not only maximum collimation (i.e., minimum angle  $\beta$ ), but also uniform illumination. Those related designs that are almost optimum are also applicable to this invention.

### Reflectors

The reflector is preferably an extended source arcuate mirror. The term  
30 arcuate describes an arc, or curve in 2, or 3, dimensions. Welford<sup>(1)</sup> has discussed

optimum collimation of light emitted by an extended source, especially spherical and cylindrical sources. The optimum design of the reflector is very characteristic of the intended light source and is not actually parabolic. A parabolic shape is actually unsatisfactory for extended sources. An arcuate mirror structure can  
 5 provide an ideal fixture for attachment of the light source to the rest of the structure. As the illumination source moves away from the transformer, optimization of the design of the extended source arcuate mirror reflector increases in importance.

### Collimating Waveguides

10 In order to be collimated, light must first be coupled into the collimating waveguide. Coupler configurations such as shown in FIG. 7 are well known in the art for use in communications applications. But in the typical communication application, the waveguide, (e.g., optical fiber), has a width of approximately 100 microns, or less. In the present application the width approaches several  
 15 millimeters.

FIG. 7 represents a theoretical construction of a waveguide into which light is being coupled. Light which is incident normal to the entry edge of the waveguide passes directly into it without being refracted. Light at an angle is refracted. According to Snell's law, low light entering non-normal to the incident  
 20 surface is collimated. The first case scenario light at 90° is coupled at a critical angle of approximately 40° given an index of refraction for the media of 1.55. The incident angle in the waveguide  $\alpha$  is equal to approximately 50°. This value is approximately 50° and larger than  $\alpha_c$  so all of the light which enters the waveguide collimator is contained within the waveguide collimator by total internal  
 25 reflection (TIR). FIG. 7 illustrates that light entering the waveguide will remain trapped within the waveguide due to total internal reflection (TIR). Even for the worst case of 90°, incident angle, the light will still become trapped within the waveguide. The light enters the waveguide under  $\alpha_c$ , the critical angle, when

$$\sin \alpha_c = \frac{1}{n} ; \sin \alpha = \sqrt{1 - \left(\frac{1}{n}\right)^2} \quad (45)$$

assuming that the medium outside the waveguide is air and the waveguide is constructed of a transparent material having an index of refraction  $n$ . Typical low cost materials from which the waveguide can be fabricated are plastics, adhesives and glass. For these materials, the typical refractive index is approximately 1.55.

5 Therefore, the critical angle,  $\alpha_c$ , is approximately  $40^\circ$ . Within the waveguide due to trigonometrical relationships  $\alpha$  must be equal to approximately  $50^\circ$ . Therefore, all light is trapped within the waveguide because  $\alpha$  is greater than  $\alpha_c$ . For  $\alpha$  larger than  $\alpha_c$  total internal reflection (TIR) will occur. Total internal reflection (TIR) means that the reflection is exactly 100%. If  $\alpha$  is smaller than  $\alpha_c$  light will

10 be leaked outside the waveguide (leakage not shown). And the leak can be significant, more than 50%. Therefore, there is an abrupt transition when the angle moves from less than  $\alpha_c$  to greater than  $\alpha_c$ . Due to the fact that even for  $90^\circ$  you have an  $\alpha_c$  for the transition from air to a material of index 1.55, collimation of the light from the illumination source is provided amounting to a

15 change from an angular range of from  $0^\circ$  to  $90^\circ$  to an angular range of from  $0^\circ$  to approximately  $40^\circ$ . Even without any structural collimating system collimation before entry into the waveguide can occur only when  $d$ , diameter of source, is less than  $D$ , width of the waveguide. For practical reasons,  $D$  should be minimized. Thus, the usefulness of the initial air-material interface collimation is limited by

20 the fact that collimation occurs at the interface. The apparatus disclosed in U.S. Patent Nos. 5,390,276 and 5,359,691 realize only one collimation factor, this being collimation from the source via a parabolic reflector, which as discussed above is not of optimum shape for an extended source as broadly discussed in Welford<sup>(1)</sup>. The figures in these patents indicate that the space within the reflector

25 is filled with solid material which zeros the air-material interface collimation factor discussed above. Collimation as discussed in U.S. Pat. Nos. 5,359,691 and 5,390,276 is not actually collimation because of the fact that the triangular prisms which are provided only on the bottom of the backlighting light pipe result in a harvesting of only half of the available light. Moreover, extending the rays out of

30 the media and into the air would result in de-collimation due to Snell's law. This

results in de-collimation of  $56^\circ$  corresponding to a half angle of  $15.6^\circ$  versus a half angle of  $10^\circ$ , assuming the index of refraction of the media is 1.55, as before.

Collimating waveguides can be based on either metallic reflection or total internal reflection (TIR). In the first case the waveguide is empty, usually. In the  
5 second case the waveguide is material filled. Generally, the second, total internal reflection (TIR) case is better because total internal reflection (TIR) gives exactly 100% reflection while metallic reflection can easily drop to 80% due to surface dirt, contamination. Prior art waveguides for this application generally have one metallized side, for backlighting applications, (e.g., U.S. Pat. No. 5,381,309, the  
10 entire contents of which are hereby expressly incorporated by reference). A transformer is a generalized waveguide structure that not only transmits light through the waveguide but can also change the direction of this light. A transformer that changes the direction of light by  $90^\circ$  (orthogonally) can be used to deliberately leak light in a preferred direction for use in an application. Prior  
15 art patents show several different ways of designing these leaks. For example, U.S. Pat. No. 5,390,276 discloses the use of a retroreflecting screen polarizer for further collimating the light in order to illuminate an LCD.

A major object of the invention is to provide maximum uniform backlighting for an LCD, and at the same time provide light that is highly  
20 collimated. A diffuser homogenizes light, but in order for the diffuser to operate properly with an LCD, the light reaching the diffuser must be collimated. Collimation begins when the light engine incident rays enter the waveguide. Secondary collimation can occur when the light is taken from the horizontal direction and deflected toward the vertical direction within the waveguide.

25 This first description concerns collimation which occurs as the light enters the waveguide from the source. One hundred percent collimating efficiency cannot be achieved if the diameter of the source is larger than the diameter of the waveguide. On the other hand, if the diameter of the source is equal to or less than the diameter of the waveguide optimum efficiency can be approached. As a  
30 practical matter, losses from the mirrors prohibit 100% coupling. Any discussion of 100% coupling therefore implies that the absorptive losses due to interaction of

the light with the mirror is being neglected. Design of the reflector must be optimized for a particular  $d/D$  ratio. Welford<sup>(1)</sup> provides ideal designs for any possible ratio. The ideal design means that the Liouville theorem is satisfied. Satisfaction results in 100% being coupled to the waveguide. The ideal design  
5 also means that the distribution of light within the waveguide will be homogenous. Any of the resulting designs will be quite far from being parabolic. A parabolic design is only optimum for a point, or line, source. The volume defined by the interior of the reflector can be filled with a media or be simply air. In either case the interior surface of the reflector must be mirrorized (e.g., metallized).  
10 Although the reflection efficiency for deep IR and near IR can approach unity, the reflection efficiency for energy within the visible spectra can easily drop to between 90 and 80% due to inefficiency such as dirt on the surface. Maximum reflection efficiency for any wavelength is approximately 96% assuming a metallized mirror surface. In contrast, total internal reflection (TIR) is always  
15 100%. The metallic is never 100% even in the IR case. Preferably the interior of the reflector should be simply air in order to maximize a collimating effect of Snell's law. Even if the diameter of the source is larger than the thickness of the waveguide the worst case 90° incidence light will be collimated to approximately 40°. Deflection design can still be optimized although it will be impossible to  
20 reach 100% coupling. Designs for the large laminar situation will be similar to what is shown in FIG. 5 and even further from parabolic.

A discussion of the distribution of scattering centers follows. Referring to FIG. 8, the grooves will have variable spacing,  $\Delta x$ . It should be noted that the microgrooves do not need to be continuous. Note that the scattering centers can  
25 be separated which is illustrated by the broken lines.  $I_0$  represents incident light coming from the left.  $I$  is the intensity after passing through scalar distance  $x$ . Total length of the device is  $L$ .  $dx$  represents an infinitesimally small portion of the scalar distance  $x$ . FIG. 8 shows a section with  $dx$  illustrated. In the general geometry,  $I$  is input intensity from the left, reduced to  $I - dI$  because  $dI$  is leaked  
30 to the bottom. This property holds for any coordinate  $x$ . General Equation (1) indicates that the lost leakage of light  $-dI$  must be proportional to  $I$ .



$$-dI = aI\rho dx \quad (1)$$

$dI$  is also proportional to the thickness  $dX$ , as well as to the density of grooves which is represented by  $\rho$ .  $a$  is a proportionality constant which will be interpreted below. Equation (2) indicates that the density is equal to the number  
5 of grooves per unit incremental distance.

$$\rho = \frac{dN}{dx} \quad (2)$$

So the units for  $\rho$  are  $\text{cm}^{-1}$ .  $I = I_0$ , for  $x = 0$ . The number of grooves per infinitesimal length  $dx$  is  $dN$ .  $N_t$  is the total number of grooves. In order to preserve uniform leakage,  $dI$  must be proportional only to  $dx$ . As  $I$  necessarily  
10 decreases as one moves across the device,  $\rho$  must correspondingly increase. Equation (4) is the same as Equation (1) but substituting  $A$  for  $I\rho$ , for uniform leakage condition:

$$dI = -aA dx \quad (4)$$

Since  $a$  and  $A$  are both constant integration yields Equation (5).

$$I = I_0 - aAx \quad (5)$$

Equation (6) represents that the density of grooves is equal to a constant divided by Equation (5), following directly:

$$\rho = \frac{A}{I} = \frac{A}{I_0 - aAx} \quad (6)$$

Therefore,  $\rho$  is a function of  $x$  and increases monotonically from  $P_0$ . A discussion  
20 of the physical meaning of  $A$  and  $a$  follows. Both are constants.

$$-dI = aI \frac{dN}{dx} dx = aI dN \quad (6B)$$

Interpreting Equation (6B) yields Equation (6C).

$$I = I_0 e^{-aN} \quad (6C)$$

Equation (7) defines  $a$ .

$$a = \frac{-\frac{dI}{I}}{dN} \quad (7)$$

- 5  $dI/I$  represents the relative leakage.  $dN$  is the number of grooves per infinitesimal length.  $a$  is percentage of leakage per groove. Equation (8) represents that intensity at the full length  $L$  is 0.

$$aL = \frac{I_0}{L} \quad (8)$$

- Equation (8) represents a singularity because the density of  $\rho$  at the full length  $L$  cannot reach infinity. For practical purposes, it can be assumed that no more than 5% of the available light is linked all the way to the end. In addition, a mirror can be placed at the end to reflect the light back toward the source. Equation (18) represents  $aN = 3$  with the exponent given a value of -3. This, according to Equation (6C), corresponds to 5% of the light being left at the reflective end in the waveguide. This light would be reflected back.

$$aN = 3 \Rightarrow I = I_0 e^{-3} \approx 0.05 I_0 \quad (18)$$

Having a higher density would result in less light left at the end of the length, but that could be limited by the physical possibility of compacting the grooves.

Equation (20) represents the total number of grooves, equal to the length divided

- 20 by  $\Delta x$  which is the average distance between grooves,  $\overline{\Delta x}$  :

$$N_T = \frac{L}{\Delta x} \quad (20)$$

The following example uses an average length between grooves of 100 microns across a total length slab of 20cm yielding a total number of grooves of approximately 2000 as represented in Equation (21).

$$N_T = \frac{20cm}{100\mu m} = \frac{200mm}{0.1mm} = 2000 \quad (21)$$

Equation (19) can now be calculated because  $N_T$  is known.

$$aN_T = 3 \quad (19)$$

Equation (22) represents that  $a$  is equal to

$$a = \frac{3}{2000} = 1.5(10^{-3}) = 0.0015 \quad (22)$$

- 10 The average leakage per groove is thus  $1.5 \times 10^{-3}$  as represented in Equation (22). FIG. 13 illustrates calculation of the groove.  $\sigma x$  equals the length of a hypotenuse.  $\alpha_A$  indicates the angle subtended by the hypotenuse with regard to the base of the waveguide.  $\alpha_c$  is the total critical (TIR) angle of the light that is within the waveguide, approximately  $40^\circ$ . FIG. 13 actually represents a worst
- 15 case scenario for an extended source, assuming that no collimation was done between the source and its entry into the waveguide. In FIG. 13,  $\alpha_c$  is the angle between the incident beam on the reflective surface and the reflective beam,  $\alpha_c$  being the maximum divergence within the waveguide. The grooves are designed for the midpoint  $\alpha_c/2$ . Equation (25) represents calculation of  $\alpha_A$  based on  $\alpha_c$ .

$$\alpha_A = \frac{\frac{\pi}{2} - \frac{\alpha_c}{2}}{2} = \frac{\pi - \alpha_c}{4} \quad (25)$$

Note that the maximum beam divergence can be reduced provided that collimation is achieved as light enters the waveguide due to Snell's law. Nevertheless,  $\alpha_A$  represents the optimum angle for splitting the flux represented by  $\alpha_c$ , or other maximum divergence angle, smaller than  $\alpha_c$ . The typical index of refraction range for the materials of interest is from 1.5 to 1.7, assuming a refractive index of 1.55. These materials include plastics, such as, for example, acrylics such as polymethacrylate and polymethylmethacrylate and other polymers. Equation (26) assumes that the exterior medium is air having an index of refraction of 1;  $\alpha_c$  is approximately  $40^\circ$  under these conditions.

$$\alpha_A = \frac{180^\circ - 40^\circ}{4} = 35^\circ \quad (26)$$

Thus,  $\alpha_A$  equals approximately  $35^\circ$  based on this calculation as shown in Equation (26). Areas are represented in Equation (28), where  $a$  is the loss per groove.

$$\delta x = \frac{aD}{\sin \alpha_A} = aD(1.74) \quad (28)$$

Equation (28) represents that a percentage of the flux passing a point is not going to intercept the hypotenuse, based on the hypotenuse being a fraction of the total subtended length between the top of the waveguide and the bottom of the waveguide. Total length of each groove hypotenuse is  $\delta x$ , assuming that the wave front of the waveguide is homogenous. It should be noted that skew rays are being neglected. This model is accurate within an order of magnitude. Assuming a width of 3mm, which is equal to  $D$ , refer now to Equation (29) where the width of the hypotenuse is determined as 8 microns.

$$\delta x = \frac{3}{2000} \times (3mm)(1.74) = 8.10^{-3}mm = 8\mu m \quad (29)$$

$1/\sin \alpha_A$  is 1.7 for the thickness of 3mm, the leak per groove represented  $3/2000$ , assuming a mirrored surface on the top. While each groove can be very small,

but referring to FIG. 14, the corresponding lens needs to be much larger. FIG. 14 shows an imaging collimation slab located beneath a collimating waveguide. A gap of 1 micron between the two slabs is more than sufficient to prevent undesired coupling between the structures, assuming 100 micron lens for example. The angle incident upon the collimating imaging optic cannot be smaller than  $\alpha_c$ . Based on the previously assumed groove spacing of 3mm, the resulting lens diameter is 2 mm, which is far too large. However, the grooves can be arranged in clusters permitting grouping. By grouping the grooves there can be sufficient spacing for the imaging optics. The following example represents an average distance of 2 mm between the clusters of grooves.  $N_i$  represents the number of clusters of grooves.

$$\Delta x = 2mm, L = 20cm, N_i = 100, dx = 160\mu m$$

The smaller number of grooves is accounted for by a much larger  $\delta x$ . A  $\delta x$  of 160 microns corresponds to 1 microgroove per cluster. Increasing the number of microgrooves per cluster would reduce  $\delta x$  proportionally. However,  $N_i$  would remain at 100 representing the requirement for 100 clusters of such microgrooves. In the following example,  $\Delta x$  is the distance between clusters, and  $H$  is the lens diameter, and we assume, approximately, that  $H = \Delta x$ .

$$\Delta x = 1mm, L = 20cm, N_i = 200$$

The size of the grooves can be varied much more and their geometrical position can be cruder, therefore the grooves do not need to be prisms because the spherical rays are subsequently image collimated. Errors from the microgroove surfaces can be accommodated with larger imaging optics. In contrast, the prisms of U.S. Pat. Nos. 5,390,276 and 5,359,691 are acting largely as mirrors and if there is distortion due to imperfect structure the result will be divergence that the structure disclosed in these patents will not subsequently correct for.

Collimation by a generalized wedge concept will now be described.

Referring to FIG. 9, trigonometric relationship of the angle of incidence  $\alpha$  within

this wedge will cause the angle of incidence to be reduced by  $2\gamma$  after each bounce, assuming that  $\gamma$  is the wedge angle. Assuming the initial entry angle is approximately  $40^\circ$ ,  $\alpha$  will equal  $50^\circ$ . This is far larger than the critical angle so the first bounce will be by total internal reflection (TIR). At some point thereafter  
 5 there will be a bounce where some portion of the ray is leaked. Assuming the wedge angle  $\gamma$  is  $.5^\circ$ ,  $2\gamma$  is  $1^\circ$ , and in order to approach  $40^\circ$  a minimum of 10 bounces is required, counting only the bounces from the bottom. Equation (49) describes the condition for leakage starting with an incident angle  $\alpha$  and a wedge angle  $\gamma$ .

$$10 \quad \alpha - N(2\gamma) = \alpha_{cond} \quad (49)$$

The wedge has a sawtooth pattern. These sawtooths represent a distributed wedge. The upper section operates by total internal reflection (TIR) preferably, although the angled facet could be metallized. The determination of the angle in the upper section is based on the same bisectrix that was used to derive the angle  
 15 of the curved surface. In general it will be appreciated that one facet should be approximately vertical and the other approximately  $45^\circ$  in order to yield a straight-up normal collimated output. A monolithic wedge divided into a series of solitudes can be characterized as a distributed wedge.

Referring to FIG. 10, a distributed wedge is shown. A distribution of the  
 20 wedges provides a homogeneous illumination. This concept is similar to Equation (1). This derivation displayed  $\rho$  as a function of  $x$  holding the variable  $a$  constant. In the following derivation, the variable  $a$  is a function of  $x$  and  $\rho$  is constant. Alternatively, if the variable  $a$  is constant and  $\rho$  is variable, the other derivation can be used. In the following derivation  $P$  replaces  $I$ .  $P$  is the optical power.  
 25 Equation (101) is the analog of Equation (1), except that the variable  $a$  is a function of  $x$  and  $\rho$  is constant.

$$-dP = a(x) P \rho dx \quad (101)$$

$$\rho = \text{constant} = \frac{dN}{dx} \quad (102)$$

Equation (16) is identical to Equation (101) and Equation (17) sets a boundary condition. Equation (118) sets  $p \times a$  equal to a constant  $A$ .

$$dP = -A\rho dx \quad (118)$$

5 Equation (123) should be compared to Equation (6).

$$a = \frac{A}{P} = \frac{A}{P_o - A\rho x} \quad (123)$$

It is clear that in Equation (123)  $a$  is a function of  $x$  whereas in Equation (6)  $\rho$  is a function of  $x$ .  $A$  is a constant in both equations. In Equation (123)  $a$  is variable where  $\rho$  is constant. The variable  $a$  is the leakage rate per microelement.

$$10 \quad \frac{\Delta P}{P} = 2\gamma \cotan \beta = a = \frac{2\gamma \cotan \beta}{\Delta N} \quad (126)$$

Full Lambertian dispersion would be  $\pi/2$ . This can be reduced to  $2\beta$ , where  $\beta$  is the critical angle from the previous interaction, approximately  $40^\circ$ , although it can be smaller assuming that some collimation process has occurred before. It must be calculated what  $\gamma$  should be in order to obtain the desired  
 15 leakage. Intensity is  $J = J_o \cos \alpha$ . While  $I$  is optical intensity and is expressed in units of watts per square meter, for example, radiant intensity,  $J$ , is expressed in units of watts per steradian. But in this derivation only the two dimensional case is being considered and  $J$  is expressed in watts per radian. Lambert's law is represented by  $J = J_o \cos \alpha$ . Integration in Equation (110) describes the total  
 20 power going through the wave guide from  $-\beta$  to  $+\beta$ .

$$P_o = 2 \int_0^\beta J d\alpha = 2 \int_0^\beta J_o \cos \alpha d\alpha \quad (110)$$

$\Delta P$  in Equation (113) is the leakage from  $2\gamma$ .

$$\Delta P = 2\gamma [\sin\beta - \sin(\beta - 2\gamma)] \quad (113)$$

Assuming that  $\gamma$  is much less than 1 radian, this  $\Delta P$  is used in the following Equation (125):

$$5 \quad a = -\frac{\frac{\Delta P}{P_o}}{\frac{\Delta N}{\Delta N}} - \frac{\frac{\Delta P}{P_o}}{\frac{\Delta N}{\Delta N}} \quad (125)$$

Equation (126) describes relative leakage for each event. In the distributed wedge the relative leakage per event is proportional to  $\gamma$  and fitting Equation (123) into Equation (126) yields Equation (128).

$$\frac{2\gamma \cotan\beta}{\Delta N} = \frac{A}{P_o - A\rho x} \quad (128)$$

10 In Equation (128),  $\gamma$  is changing with  $x$  according to the relationship shown in Equation (132).

$$2\gamma(x) = \frac{A\Delta N}{(P_o - A\rho x)\cotan\beta} \quad (132)$$

As  $\gamma$  increases with  $x$  to provide constant leakage, it is enabled to regulate  $\gamma$ . Alternatively,  $\rho$  can be varied as was previously shown. Assuming density is  
15 constant at 10 per millimeter,  $\rho$  is constant as shown in Equation (136),

$$\rho = \frac{dN}{dx} = \frac{10}{mm} \quad (136)$$

Assuming a total length  $L$  of 20cm, Equation (137) shows that the leak per grove is small.



$$a_o = \frac{1}{200mm \cdot 10mm^{-n}} = \frac{1}{2000} \quad (137)$$

Equation (140) shows that the beginning angle only needs to be 1/10th of a degree.

$$2\gamma_c = 2 \cdot 10^{-3} = 0.1^\circ \quad (140)$$

5 Again, the assumptions are ignoring skew rays. Illustrating skew rays would only be possible with the full ray tracing scheme program. It would be advantageous in order to accommodate skew rays to modify the orthogonal shapes to cylindrical symmetric shapes. This would involve repeating a cross section rotated around a vertical axis. Rotation can also be based on an ellipse as opposed to a circle. In a  
10 (z,x) cross section, the triangles are representing prisms, however, when considered along the (x,y) plane for the combination of skew rays, such triangular sections may actually become cones or more complex elliptical shapes in order to accommodate the skew rays. Such a topology would be complex.

A more precise version of Equation (128) follows, including a  
15 consideration of fresnel reflection, (represented by reflection (intensity coefficient)  $R$  as graphically depicted in FIG. 19), and material absorption. The power  $p$  in Equation (128) is replaced by Equation (300):

$$P \rightarrow P(1 - R - D) \quad (300)$$

Where  $R$  is Fresnel reflection coefficient, and  $D$  is absorption coefficient.

20 Therefore, Equation (116) becomes:

$$-dP = a(x)P(x)[\Delta - R(x) - D]\rho dx \quad (301)$$

Where  $D$ -coefficient is assumed to be constant, as well as  $\rho$ -coefficient. In order to preserve beam leak uniformity, the following Equation (302) should be satisfied:

$$a(x)P(x)[\Delta - R(x) - D] = \text{const.} = A' \quad (302)$$

Where  $A'$  is a new constant, analogous to the constant  $A$ . Using the same reasoning as above, the following Equation (303) is obtained for  $a$ -coefficient.

$$a(x) = \frac{A'}{(P_o - A' \rho x)[1 - R(x) - D]} = 2 \delta(x) \cotan \beta \quad (303)$$

- 5 Equation (303) is identical to Equation (128), assuming  $R = D = 0$ , and using the  $\alpha$ -angle symbol instead of  $\delta$ -angle. For  $\delta \ll 1$ , and  $\alpha \ll 1$ , the relation between  $\delta$  and  $\gamma$  is

$$\delta^2 \approx \gamma \sqrt{n^2 - 1} \quad (304)$$

- 10 Where Snell's law has been included.  $\delta$  is the leakage angle and  $\gamma$  is the prism angle. This is shown in Table 1.

TABLE 1  
LEAKAGE ANGLE  $2\delta$  VERSUS WEDGE ANGLE  $\gamma$  FOR  $n=1.55$ ,

| $\gamma$  | $0.5^\circ$  | $1^\circ$    | $1.5^\circ$ | $2^\circ$    |  |
|-----------|--------------|--------------|-------------|--------------|--|
| $2\delta$ | $11.6^\circ$ | $17.5^\circ$ | $21^\circ$  | $24.5^\circ$ |  |

- 15 Table 1 illustrates that even for small  $\gamma$ -angles,  $\delta$ -angles can be quite large. For angles, close to critical angle  $\alpha_c$  ( $\sin \alpha_c = \Delta/n$ ), the Fresnel reflection coefficients can be quite high. For example, for  $\gamma = 0.2^\circ$ , we obtain  $R = 51\%$ , while for  $\gamma = 0.5^\circ$ ,  $R = 30\%$ .

- 20 As an example, an approximate solution of transcendental Equation (303) follows. Since  $R$ -coefficient depends on  $\delta$ , Equation (303) is a transcendental one in such a sense that it cannot be solved analytically. In order to solve Equation (303) approximately, it is assumed, in the first iteration step, that an  $\alpha_c$ -value (i.e.,  $\gamma$ -value, for  $x = L$ ) equals  $0.5^\circ$ , which leads to the Fresnel reflection coefficient value:  $R = 30\%$ . It is further assumed that at the end of the

waveguide, 5% of light power remains; i.e.,  $P(L) = 0.05P_o$ . An absorption coefficient value (conservative) of 2% is also assumed. Then, for  $n = 1.55$ , and  $\alpha_c = 40^\circ$ ,  $\alpha_L = 0.74^\circ$ . It will be appreciated that the first iteration step worked relatively well. Using Equation (304),  $\delta = 7^\circ$  is obtained. Thus, the leakage angle (in the air) of  $2\delta$  is equal to  $14^\circ$ . Of course, for  $x = 0$ , the values of angles  $\gamma$  and  $\delta$  (i.e.,  $\gamma_o$  and  $\delta_o$ -values) will be much smaller. Therefore, in this case, the  $\gamma$ -distribution is non-uniform. This numerical example demonstrates how to design the distributed wedge system. Its exemplary parameters have been summarized in Table 2.

10

TABLE 2

## SUMMARY OF EXEMPLARY PARAMETERS OF THE DISTRIBUTED WEDGE SYSTEM

15

20

| # | PARAMETER                        | SYMBOL      | VALUE        |
|---|----------------------------------|-------------|--------------|
| 1 | LENGTH                           | $L$         | 20cm         |
| 2 | TOOTH DENSITY                    | $\rho$      | 10/mm        |
| 3 | WEDGE REFRACTIVE INDEX           | $n$         | 1.55         |
| 4 | WAVEGUIDE THICKNESS              | $D$         | 3mm          |
| 5 | POWER FRACTION AT THE END        | $P_L/P_o$   | 0.05         |
| 6 | WEDGE ANGLE AT $x = L$           | $\gamma_L$  | $0.74^\circ$ |
| 7 | MAXIMUM LEAKAGE ANGLE AT $x = L$ | $2\delta_L$ | $14^\circ$   |

## Curved Facet Surfaces

Different parts of the surface of each facet are available to different rays coming from different directions. Therefore, a flat surface facet is not always optimum because the available light is not ideally distributed.

25

By ignoring skew rays, an optimized curved surface can be easily designed by assuming homogenous incident flux. For example, the bottom of an isosceles pit pyramid is not available to a low incident angle ray. It is desirable to optimize the design of the facet so as to weight the intensity of the flux cones that are available to any given surface of the reflection. For example, constructing an arc instead of a flattened prismatic surface reflecting rays coming from the left

30

requires defining the maximum and minimum angles for those rays which can strike any part of the arc based on the geometry of the waveguide. More specifically, at the top of the arc waves cannot arrive at angles lower than  $0^\circ$  because they would be intercepted by the previous apex. In contrast, at the bottom of the arc waves can arrive at a wider range of angles. Referring to FIG. 16, bisecting the center of both of these angles will result in a simple geometric definition of the tangent of the curve. However, the flux weighted center point of each of these two angles will be slightly different from the geometric bisectrix because the waveguide is not homogeneously illuminated from the light source due the light source itself generating a nonplanar, albeit somewhat symmetric, flux distribution.

The curved tooth facet is mirrored and can be referred to as a vignetting effect where there is a limited size and some parts of the beam are blocked by structures. The first facet can be flat. Although it's shown as flat to facilitate analysis of the lowest-most ray, the facet can actually be convex or concave. At the base of the apex, the angular spectrum is very limited. The widest angular spectra is at the top, based on the incoming rays. The coordinate system labeled has its origin at the base of the structure. The problem is to find  $z$  as a function of  $x$  for the curved surface.

Referring to FIG. 20, the sawtooth geometry, with curved surface 113 is described, leading to the optimum curved surface  $z(x)$ . This is a curved surface rather than a flat surface because the incident beams at points O, Q, P in FIG. 20, have increasing divergence as illustrated by the hatched areas in FIG. 20.

A description of FIG. 20 follows. FIG. 20 shows tooth 99. The vertex 100 of the nonimaging optic(s) (NIO) tooth is O and is positioned following beam collimation optimization according to the Liouville theorem as generally explained by Wilford<sup>(1)</sup> and Winston<sup>(2)</sup>.

Arbitrary point Q 101 is located on the curve:  $z = z(x)$ , that should be optimized. Of course, arbitrary point Q 101 has two coordinates  $(x, z)$ . The highest point 102 on the curved wall is P. The height of the tooth 103 is taken between P and O. The horizontal length of the straight wall is represented by 104.

The z-coordinate of point Q is represented by 105. Point Q is also origin of the coordinate system.

The lowest angle ( $\alpha$ ) of incident rays at point Q is represented by 106. The highest angle ( $\beta$ ) of incident rays at point Q is represented by 107. This is also the maximum angle of beam divergence. As a result of total internal reflection (TIR) inside collimating waveguide, the maximum value of angle  $\beta$  is: ARC TAN ( $1/n$ ), where  $n$  is reflective index of the tooth which is surrounded by air. For  $n = 1.55$ ,  $\beta \cong 40^\circ$ .

A bisect angle, equal to  $\frac{\alpha + \beta}{2}$ , is represented by 108. The incident angle ( $\alpha$ ) of bisect ray, which is a central ray for the beam (or, ray bundle) approaching point Q, is represented by angle 109. Angle 110 is the reflection angle of bisect ray and is equal to angle 109.

111 represents the symmetrical angle ( $\delta$ ) for bisect rays. It should be noted that symmetrical line 119 is perpendicular to tangential line 114. Therefore, the tangential angle is  $90^\circ - \delta$  (or,  $\pi/2 - \delta$ ).

112 is a straight line (or, wall in cylindrical geometry) of the tooth. 113 is the tooth curve that characterizes the optimum NIO profile, minimizing divergence of the output beam. This is because, by contrast to the prism, the ray-bundle at any point at the surface is reflected symmetrically into vertical direction. This is due to the fact that the bisect line of any ray bundle is reflected exactly vertically.

114 is the tangential line into the curve at point Q. 115 is the incident ray at point O. This is the maximum divergence ray. 116 is the lowest inclination ray for the ray bundle at point Q. 117 is the highest inclination ray at point Q. 118 is the bisect ray for the ray bundle at point Q. 119 is the symmetrical line to bisect incident ray 118 and bisect reflected ray 120, which is precisely perpendicular to tangential line 119.

120 is the reflected ray into incident bisect ray 118 which is precisely vertical, or parallel to z-axis. 121 is the reflected ray to incident ray 115 which is

also precisely vertical, according to the optimization principle. 122 is the lowest inclination incident at highest Point P, which has a horizontal direction. 123 is the highest inclination which is assumed to be  $\beta$ , in order to accommodate the maximum amount of rays. 124 is the bisect ray at point P. 125 is the reflected ray to bisect ray 114 which is always precisely vertical, according to the optimization principle.

An analytical procedure for defining the optimized curve  $z = z(x)$  follows. According to FIG. 20, the angle 111, or  $\delta$ , is

$$\delta = \frac{\pi}{4} + \frac{\alpha + \beta}{4} \quad (200)$$

Where  $\alpha$  is angle 106 and  $\beta$  is angle 107. It should be noted, that, while according to the optimization principle,  $\beta$ -angle is constant, for any point Q at the curve,  $\alpha$ -angle is defined as follows:

$$\tan \alpha = \frac{w - z}{G}$$

i.e.,  $\alpha$  is a function of z-coordinate. Thus, the  $\delta$ -angle is also a function of z.

Therefore, line 113 is not straight but curved, according to the optimization principle; and

$$\delta(z) = \frac{\pi}{4} + \frac{\beta + \alpha(z)}{4} \quad (202)$$

where

$$\alpha(z) = \arctan\left(\frac{w - z}{G}\right) \quad (203)$$

The basic differential equation defining the optimization principle is

$$\frac{dz}{dx} = \tan(90^\circ - \delta) = \frac{1}{\tan \delta} \quad (204)$$

or,

$$dx = dz \tan \delta \quad (205)$$

Where  $dx$  and  $dz$  are infinitesimal changes of coordinates  $(x, z)$ , at point  $Q$  of the curve using Equations (202), (203), (204) and (205), we obtain,

$$5 \quad dx = dz \tan \left[ \frac{\pi + \beta}{4} + \frac{1}{4} \arctan \left( \frac{w - z}{G} \right) \right] \quad (206)$$

and the solution of the problem, is

$$x(z) = \int_0^z \tan \left[ \frac{\pi + \beta}{4} + \frac{1}{4} \arctan \left( \frac{w - z'}{G} \right) \right] dz' \quad (207)$$

Typically, the solution is presented in the inverse form to Equation (207):

$$z = z(x), \quad \tan \beta = \frac{W}{G} \quad (208)$$

10        The Equation (208) can be numerically calculated for various values of  $G$  and angles  $\beta$ . A calculation and illustration for two-cases of curve  $z(x)$ , where  $x(z)$  is determined by Equation (207) as shown in FIG. 21 follow.

FIG. 21 shows a multiplication of the optical element shown in FIG. 20 for uni-directional illumination. FIG. 25 is a generalization of FIG. 24 for bi-  
15        directional illumination.

Referring to FIG. 22, a calculation and illustration of the sawtooth design for the case:  $G = 100 \mu\text{m}$ ,  $\beta = 40^\circ$  is shown. We see that the surface 113 is indeed curved. The single sawtooth element from FIG. 22 has been illustrated in detail in FIG. 23 and multiplied in FIG. 24 in order to show a practical sawtooth  
20        applied to one side of the collimating waveguide as in FIG. 15. In order to apply two sources from both sides of the waveguide, the curved surface 113 has been applied on both sides in FIG. 25. It should be noted that skew rays have not been considered in this analysis, for simplicity. In FIG. 26, the structure from FIG. 25

is depicted with smooth lower vertices, in order to minimize the scattering at the edges.

The shape of the curve in the vignetting effect curved tooth is a function not only of the geometry of the chasm defined by the first facet and the second facet of each optical element but also the output of the light engine. Thus, it is useful to consider the flux dispersion of the light engine and the flux dispersion within the collimating waveguide.

#### Fabrication of Collimating Waveguide

Conveniently, the collimating waveguides of the present invention can be carried out by using any fabrication method. For the manufacturing operation, it is moreover an advantage to employ a replication/lamination method.

Isosceles triangles can be cut when fabricating the master for replicating the collimating waveguide provided that there is no undercutting. Any undercutting inhibits mold release. There is a general degradation as you move from the master to the submaster to the finished part. Degradation removes the edges. Much of this degradation is due to the forces exerted during release. Thus, the shape on the master is not necessarily the finished facet structure. Although the facets themselves tend to become convex due to the release process, concave shapes are possible to make. Further, it is relatively easy to combine two facets to define a compound concave structure.

To fabricate the master for the above-discussed assemblies of optical elements, a metal master can be machined with diamond tooling. Machining flat facet microgrooves with cylindrically variable angles is possible. A spherical or aspheric curve can be cut on a diamond and the resulting curved optical microelement could be as small as 50 microns. Variable angles are possible with curved facets as well. Variable spacing is possible with both flat facets and curved facets. In addition, imaging microlenses can be cut as small as 200 microns. However, the diamond tooling wears-out so it is advantageous to fabricate one master and then replicate a series of submasters.

#### Liquid Crystal Displays



Liquid crystal displays can be high definition and/or low definition. The number of pixels can be, for example, 2000 x 2000. Presently the smallest size pixel resolution is approximately 20 microns. These LCDs produce undesirable pixeling effect. Viewers can actually see these pixel demarcations.

#### 5 Diffusers

An important function that can be carried out by a diffuser located between the collimating waveguide and the LCD is to cancel pixeling effect from the LCD. Such a use of a diffuser can be termed homogenizing.

10 In addition, the directionality of the light emitted from the LCD can be optimized through the use of a diffuser with directional characteristics located on top of the LCD. This would allow a private limited viewing range from a laptop computer. Directional diffusers are non-Lambertian diffusers, optical properties of which are defined by planewave response as discussed in U.S. Pat. No. 5,365,354. It can be assumed that the incident waves are not fully collimated but  
15 have divergence of perhaps  $\pm 10^\circ$ . Of course, the divergence from the diffuser cannot be less than the divergence that is reaching it. Typical values would be from approximately 1–40° half angle. As a practical matter, if the incident divergence is approximately 20° and the divergence of the diffuser is approximately 1° then the output would be approximately the same as the input  
20 with regard to divergence. Diffusers do not help in collimation. However, diffusers most definitely help in homogenization. Specifically, such diffusers can obviate pixeling from the LCD.

A diffuser can be located between the groove structure and the LCD structure and/or a diffuser can be located after the LCD. In the former case, the  
25 diffuser will homogenize only the grid structure and not the pixels. In the latter case the diffuser would be homogenizing both structures.

#### Diffuser Fabrication

Methods for making the light shaping holographic surface relief diffusers of the present invention are now described. Generally, the first step is to create a  
30 master diffuser, the second step is to record in a photosensitive medium with coherent light passed through the master diffuser, and the third step is to replicate

the surface structure of the photosensitive medium with, for example, epoxy. A fourth and optional step is to make a metal electroform master from the epoxy for mass production purposes. In the alternative, an electroform master may be made directly from the master diffuser.

5 Referring to FIG. 18, a recording set-up 16 is shown comprising a coherent laser light source 18, objective lens 200, master diffuser 22, and photosensitive medium 24. Coherent laser light source 18 is standard. The objective lens 200 is standard and may be a low or high magnification lens depending upon the desired characteristics of the photosensitive medium 24. The objective lens is spaced a  
10 distance  $X$  from the master diffuser 22. The master diffuser 22 may comprise a standard ground glass diffuser, a lenticular diffuser, an acetate diffuser, or a holographic diffuser. The ground glass, lenticular, and acetate diffusers are conventional and made in a conventional manner. If a holographic master diffuser is desired to be used, that master diffuser may itself first be recorded in the  
15 recording set-up shown in FIG. 18 with the holographic master diffuser to be recorded being positioned at 24 and a conventional ground glass diffuser being located at 22. That master diffuser may then be used to record into another photosensitive medium to be used as a light shaping holographic surface relief diffuser according to the present invention.

20 A related set-up for recording volume holographic diffusers is described in U.S. Pat. No. 5,365,354. According to that disclosure, recording a holographic plate with coherent laser light passed through a conventional ground glass diffuser generates features called speckle in the volume of the hologram. The size, shape, and orientation of the speckle can be adjusted which in turn affects the angular  
25 spread of light scattered from the holographic diffuser upon playback. Generally, the size of the angular spread of the scattered light, in other words, the angular distribution of the scattered light, depends on the average size and shape of the speckle. If the speckle are small, angular distribution will be broad. If the speckle size is horizontally elliptical, the shape of the angular distribution will be  
30 vertically elliptical. Thus, it is desirable to control the size and shape of speckle

recorded in the medium so that, upon playback, the correct output or angular spread is produced.

Speckle size is inversely proportional to the size of the aperture of the master diffuser. If the size of the aperture increases, the size of the speckle decreases and the size of the angular spread of the scattered light from the recorded photosensitive medium increases. Conversely, if the size of the master diffuser aperture decreases, the size of the speckle recorded in the diffuser increases and the angular spread of light scattered from the recorded photosensitive medium decreases. Thus, if the master diffuser aperture is long and narrow, the speckle will be long and narrow as well with their axes oriented perpendicularly to the axis of the aperture. This holds true for both volume holographic recording media as well as surface holographic recording media.

Diffusers made from volume holographic recording media as in U.S. Pat. No. 5,365,354, however, are disclosed there for their volume effect. In other words, the speckle recorded in the interior or volume of the medium was thought the only desired effect to be obtained from the material. However, since then we have discovered that recording a volume holographic angular spread such as DCG (dichromated gelatin) in a similar recording set-up produces a surface effect of peaks and valleys which may be replicated as described below.

The size, shape, and orientation of the surface features recorded in photosensitive medium 24 is a function of a number of variables including the type of objective lens 200 and master diffuser 22 used, as well as the relative positioning of those components with respect to each other and with respect to the photosensitive medium 24. Ultimately, the desired results are obtained through empirical testing. In order to achieve a recorded photosensitive medium having a particular surface structure that can be replicated and comprise a light shaping holographic surface relief diffuser according to the present invention, it may be necessary to adjust the parameters discussed below to achieve the desired shape of the light output.

The objective lens 200 expands the coherent laser light source 18 so that the area of incidence (or "apparent aperture") of light from the objective lens 200

on the master diffuser 22 is larger than that of the cross section of the laser beam itself. The light beam expands in accordance with the magnification of the objective lens 200.

Consequently, if a small magnification objective lens is used, such as 5X,  
5 the aperture of light incident the master diffuser 22 will be smaller than with a large magnification objective lens, such as 60X or greater, and therefore the size of the surface features recorded in the photosensitive medium 24 will be larger; the size of the aperture of light incident the master diffuser 22 is inversely related to the size of the surface features recorded in the photosensitive medium 24.

10 The distance between the objective lens 200 and the master diffuser 22 must also be taken into account in achieving the desired sculpted surface structure recorded in the photosensitive medium 24. As the distance between the objective lens 200 and the master diffuser 22 decreases, i.e., as  $X$  decreases, the size of the speckle increases. This occurs because as the objective lens 200 moves closer to  
15 the master diffuser 22, the apparent aperture of light incident the master diffuser 22 is smaller. Because the size of the speckle recorded in the photosensitive medium 24 is inversely related to the size of the apparent aperture on the master diffuser 22, the speckle will be larger. In turn, the increased speckle size recorded in the photosensitive medium 24 will result in a light shaping holographic  
20 surface relief diffuser which has decreased diffusion.

Conversely, if the distance  $X$  is increased, the apparent aperture of light incident the master diffuser 22 will increase, thus decreasing the size of the speckle recorded in the photosensitive medium 24 and in turn increasing the amount of angular spread of the light shaping holographic surface relief diffuser.

25 The distance  $Y$  between the master diffuser 22 and the photosensitive medium 24 also affects speckle size. As the distance  $Y$  decreases, the size of the speckle recorded in the photosensitive medium 24 decreases as well. This occurs because, assuming an expanded beam of light is produced at objective lens 200, as the photosensitive medium 24 is moved closer to the master diffuser 22, the light  
30 beam emanating from each of the irregularities in the master diffuser 22 will expand less by the time it reaches the photosensitive medium 24, thus producing

smaller speckle. Conversely, if the distance  $Y$  is increased, the size of the speckle recorded will be increased. Thus, these simple relationships between the distances  $X$ ,  $Y$ , and the magnification of the objective lens 200, are all adjusted, empirically, to achieve the size of speckle desired in the photosensitive medium 24.

5           Predefined output areas that are "off-axis" with respect to the normal axis of the diffuser are achieved by tilting the photosensitive medium 24 around an axis normal to its surface. For example, a  $20^\circ$  off axis diffuser may be achieved by fitting the photosensitive medium 24 roughly  $20^\circ$ .

          Assuming that a ground glass diffuser is used as the master diffuser 22, the  
10   shape of the speckle recorded in photosensitive medium 24 will be roughly round as will the shape of the angular output of a light shaping holographic surface relief diffuser made from photosensitive medium 24. A round output may also be achieved when a lenticular or an acetate sheet is used as a master diffuser 22. Lenticular sheets have tiny lens-like elements machined in them. Acetate diffusers  
15   are made by an extrusion and embossing process which also yields roughly round speckle. It is difficult to create or control the desired irregularities in acetate diffusers. With respect to lenticular diffusers, the surface effects necessary to achieve varying output shapes are complex machined macroscopic structures. If a prerecorded holographic master diffuser is used as the master diffuser 22,  
20   additional degrees of recording freedom are achieved because the master diffuser can be prerecorded with speckle having virtually any shape, size, and orientation as discussed further below. Speckle characteristics are more easily controlled using a holographic master diffuser.

          In any case, in the recording set-up in FIG. 18, the master diffuser must be  
25   able to transmit light so that it reaches the photosensitive medium 24 from the objective lens 200. Thus, if a substrate is needed as part of the master diffuser 22, such as if a holographic master diffuser is used, the substrate should be capable of efficiently transmitting light. A glass substrate is preferable. In addition to the additional degrees of freedom which can be achieved by using a  
30   prerecorded volume or surface hologram as the master diffuser 22, holographic master diffusers are preferable because better uniformity of intensity in the

photosensitive medium 24 is achieved, higher transmission efficiency through the master diffuser 22 is achieved, and the holographic master diffuser 22 causes less back scatter than a ground glass diffuser. A first generation holographic volume master diffuser may be made using a ground glass or acetate diffuser. This  
5 holographic diffuser can then be used to make a second generation holographic master diffuser, either volume or surface with greater control.

### 3. Description of Specific Embodiments

Referring to FIG. 5, light source 60 is located within space defined by mirror 70. Light source 60 can be a cold cathode fluorescent bulb or a hot  
10 cathode fluorescent bulb. Light from light source 60 is directed toward waveguide collimator 80. Light source 60 is connected to mirror 70 through fixture 90.

Light source 60 can be more generally referred to as an illumination source. Waveguide collimator 80 includes incident end 130. The bottom of waveguide collimator 80 is provided with a first plurality of substantially parallel  
15 optical elements 140. Each of the first plurality of substantially parallel optical elements 140 includes a first facet 142 and a second facet 144. Waveguide collimator 80 includes a top surface 146. Waveguide collimator 80 can also include a reflective end (not shown).

Referring to FIG. 6, light engine 1100 is connected to waveguide collimator assembly 108. Light source 1200 is a linear array of light emitting  
20 diodes connected to a metallized mirror that is part of light engine 1100.

With regard to the examples shown in FIGS. 5 and 6, and the other embodiments, light from the illumination source can be directly incident upon the incident end. This means that there is no structure between the illumination  
25 source and the incident end. For example, the space between the illumination source and the incident end should be occupied by air, or vacuum. By the absence of any structure between the illumination source and the incident end, a higher degree of collimation is achieved when light passes through the incident end in accordance with Snell's law.

30 Referring to FIG. 11, first distributed wedge collimating waveguide 150 includes a first plurality of substantially parallel optical elements 160. Each of

this first plurality of substantially parallel optical elements 160 includes a mirrored first facet 162 that can be substantially flat and a second facet 164 that can be substantially flat. First distributed wedge collimating waveguide 150 also includes top surface 166. The angle  $\gamma$  which is defined as the angle that the first facet 162 makes with the top surface 166 should be optimized. Second distributed collimating waveguide 170 is optically connected to first distributed wedge collimating waveguide 150. Second distributed wedge collimating waveguide 170 includes upper surface 172. First diffuser 180 for homogenizing light from top surface 172 is optically connected to second distributed wedge collimating waveguide 170.

An additional collimating waveguide including a plurality of imaging optics can be located between first diffuser 180 and second distributed wedge collimating waveguide 170. In addition, a diffuser can be located adjacent incident end 168.

FIG. 12 shows a ray diagram for the apparatus depicted in FIG. 11. At the left of FIG. 12, a ray is leaked at near zero degree angle to the top surface. It will be appreciated that this ray is emitted from the top of the diffuser toward the left. In the middle of FIG. 12, a ray is emitted from the top surface at an angle  $\gamma$ . This ray emerges normal to the plane defined by the diffuser. Toward the right of FIG. 12, a ray emerges from the top surface at an angle to  $\gamma$ . It will be appreciated that this ray is emitted from the diffuser toward the right.

Referring to FIG. 14, first collimating waveguide 190 is provided with a first plurality of substantially parallel optical elements 195. Each of the first plurality of substantially parallel optical elements 195 includes a mirrored first facet 197 and a second facet 198. First collimating waveguide includes a top surface 196 and an incident end (not shown). Second collimating waveguide 210 is optically connected to the top surface 196. Second collimating waveguide 210 is provided with a plurality of substantially parallel imaging optics 220. Second collimating waveguide 210 includes upper surface 215.

Referring to FIG. 15, first collimating waveguide 230 includes top surface 231. First collimating waveguide 230 also includes an incident end (not shown) and a reflective end (not shown). First collimating waveguide 230 is provided

with a first plurality of substantially parallel optical elements 240. Each of the first plurality of substantially parallel optical elements 240 includes a first facet 242 and a mirrored second facet 244. Second facet 244 is concave with respect to top surface 231. Although it is not shown, first facet 242 can also be concave with respect to top surface 231.

Referring to FIG. 16, a graphical construction illustrating the proper tangent for any point on second facet 244 is provided. It will be appreciated that the angle  $\beta$  defined by first facet 242 is equivalent to the angular dispersion of the rays incident upon mirrored second facet 244 at the point being considered.

Referring to FIGS. 17A-17C the aspect ratio of the base of the elements is proportional to the ratio of divergence of the beams in horizontal and vertical.

Referring to FIG. 17A, a first plurality of substantially parallel optical elements having concave facets have been replicated in a first collimating waveguide. It will be appreciated that the first plurality of substantially parallel optical elements are not continuous but rather have been segmented into a series of microchasmms.

Referring to FIG. 17B, a second plurality of substantially parallel imaging optics are shown replicated in a second collimating waveguide. It will be appreciated that the second plurality of substantially parallel optical elements have been segmented into spherically symmetric indentations.

Referring to FIG. 17C, a first plurality of substantially parallel optical elements formed in a first collimating waveguide is shown. The first plurality of substantially parallel optical elements have mirrored first facets that are concave and mirrored second facets that are concave. It will be appreciated that concavity of the facets has been three dimensionally deviated so as to define scalloped edges so as to collimate skew rays.

For electrical purposes one light source is often preferred. This also allows for a more compact structural design. However, the use of two sources can be conjunctively combined with an optical element having opposed concave surfaces so as to preferentially direct flux upward where the flux is incident from both sides of the waveguide collimator. This opposed concave configuration is also



applicable to the case where one light source is used in conjunction with a mirror on the reflective end of the collimating waveguide. For ease of manufacture a symmetrical identical backside is preferred. This will also effectively collimate much of the backscattered light. However, depending on the geometry, the back surface can be concave in a different configuration from the front surface.

Referring now to FIG. 27A, a liquid crystal display backlighting system can be based on a collimating waveguide 300 and a light bending and viewing film 400. The collimating waveguide 300 can function based on mirror reflection and/or total internal reflection. As in other embodiments, the collimating waveguide 300 is connected to a lamp 310 and a reflector 320. Light from the lamp 310 is conducted through an angular filtering film 330 to a nonimaging optic(s) (NIO) 340. The angular filtering film 330 includes a flat side 321 and a second side 322 having a plurality of parallel isometric triangular prisms, or a 2d array of prisms as shown in FIGS 33A-33C. The function of the angular filtering film 330 is to collimate light and reject stray rays.

Referring again to FIG. 27A, NIO 340 can be a light pipe with rectilinear top and bottom surfaces, as shown, or a collimating waveguide with slanting top and bottom surfaces. The nonimaging optic 340 can be connected to, or formed integrally with, collimating waveguide 300. In alternative embodiments, the invention is preserved even if one or more of the reflector 320, the angular filtering film 330 and the NIO 340 are omitted, these elements being optional.

Still referring to FIG. 27A, each of a first plurality of optical elements 350 formed at the bottom of the collimating waveguide 300 can have two planar facets, one planar facet and one curved facet, or two curved facets. In the depicted embodiment each of the first of the plurality of optical element has a first flat facet 351 and a second flat facet 352, the later of which is designed to function by total internal reflection (TIR). In a preferred embodiment, each of the first plurality of optical elements has a flat facet and a concave curved facet, the later of which is designed to function by total internal reflection (TIR). One, both or none of the facets of the plurality of optical elements 350 can be designed to function by total internal reflection, or alternatives including metallic reflection, absorption and/or

transmission. In the depicted embodiment, the light rays 361-362 that are output from collimating waveguide 300 via second flat facet 352 are confined within a relatively narrow angular range that is non-normal to the top surface of collimating waveguide 300. However, the invention includes embodiments where the output angular range is normal to the top surface.

Referring now to FIG. 27B, an underlayer 360 can be located beneath the first plurality of optical elements 350. The underlayer 360 can be a separate flexible layer of reflective material such as, for example, Imperial Chemical Industries (ICI) Melinex #329-500. The underlayer 360 improves both the efficiency of brightness and the cosmetics of the system. The underlayer 360 can be completely opaque, substantially opaque or partially transmissive. In preferred embodiments, the underlayer 360 can be white, pearlescent or colored. The system can include an LCD (not shown) located above the illustrated subassembly. The function of the LCD is to provide a laptop computer, or other, display.

Referring again to FIG. 27A, the light rays 361-362 that are output from the top of collimating waveguide 300 via TIR at second flat facet 352 are further refracted and reflected by a light bending and viewing film 400. Light bending and view film 400 includes a second plurality of optical elements 410. Each of the second plurality of optical elements 410 has a first flat facet 411 and a second flat facet 412, the later of which is designed to function by TIR. Each of the second plurality of optical elements 410 can have two flat facets, one flat facet and one curved facet, or two curved facets. In addition, two, one or none of the facets can be designed to function by TIR, or alternatives including metallic reflection, absorption and/or transmission. In a preferred embodiment, the second facet functions by TIR and is concave with respect to the first facet.

Still referring to FIG. 27A, the light that is output from collimating waveguide 300 is refracted upon entry into the light bending and viewing film 400 after traveling between the top surface of collimating waveguide 300 and the first facet 411 of the second plurality of optical elements 410. The refracted light then undergoes TIR by the second facet 412 of the second plurality of optical elements 410. As noted earlier this reflection could be mirrored reflection due to, for

example, a metalization layer, or absorption by a coating, or transmission, in addition to the depicted total internal reflection. In FIG. 27A, the reflected light from second facet 412 then travels toward a surface diffuser 420. The surface diffuser 420 can be an integral part of film 400 or be a separate layer that is laminated, or otherwise, attached to film 400. The material in which the surface diffuser is replicated or molded can have the same index of refraction as the rest of film 400, even if it is not an integral part thereof. The light that is output from the light bending and viewing film 400 via surface diffuser 420 can be shaped into a relatively narrow angular range or dispersed into a relatively wide angular range. Similarly, the light that is output via surface diffuser 420 can be normal or non-normal to the top of light bending and viewing film 400. In the depicted embodiment of FIG. 27A, the output light widely dispersed and non-normal to the average top surface of surface diffuser 420.

Referring now to FIG. 28A, the light bending and viewing film 400 can be a single layer of material that includes a lower topography 426 that defines the second plurality of optical elements and an upper topography 428 that defines the surface diffuser. Alternatively, light bending and viewing film 400 can be a two, or three, or even more, layer composite material. For example, the second plurality of optical elements can be replicated in a first layer of photopolymerizable material that is provided on one side of a polyester carrier web. Then the surface diffuser can be replicated in a second layer of photopolymerizable material that is provided on the other side of the polyester carrier web, thereby embedding the web between the two photopolymerized layers. Alternatively, the carrier web can be simultaneously provided with opposing photopolymerizable material layers that are simultaneously replicated and polymerized. As another alternative, instead of using a carrier web, one of the topographies can be compression molded to form a layer that acts as a carrier for a coating of photopolymerizable material into which the second topography is replicated. Furtherstill, both topographies of film 400 can be embossed onto a single layer of polycarbonate or other suitable material, or injection molded.

In FIG. 28A the ray tracings are shown for light that is being emitted from a localized source. More specifically, in FIG. 28A, a plurality of light rays are illustrated emanating from a virtual point source to depict an elementary response of film 400.

5 Referring now to FIG. 28B, a light bending and turning film 910 includes a lower topography 926 that defines a plurality of optical elements and an upper topography 928 that defines a surface diffuser 929. A collimating waveguide 950 is located near the lower topography 926. It will be appreciated that many of the rays illustrated within waveguide 950 are being reflected by TIR and are not  
10 reaching the lower topography 926. Thus, the rays that do emerge are fairly well collimated. Further, referring to a series of rays 931, 932, and 933, it will also be appreciated that the film 910 functions to further collimate the light that enters the film 910 through the lower topography 926.

Referring now to FIG. 29A, an angular filtering film 500, (e.g., BEF  
15 available from 3M of Minnesota, can be located adjacent the light engine inlet end of a collimating waveguide (not shown). It should be noted that film 500 cannot properly be termed a brightness enhancing film because such an effect is contrary to the second law of thermodynamics. The phrase angular filtering film is more precise. Angular filtering film 500 can include a flat side 510 and a second side  
20 520 having a plurality of isometric triangular prisms 530. A portion of any incident light, represented by the downward pointing arrowhead 555, is collimated by film 500. It will be appreciated that film 500 acts as a collimating structure for some rays and simultaneously as a rejection filter for other rays, depending on incident position of these rays with regard to the triangular prism apexes 535. For  
25 example, rays 541, 542, 543, and 544 are being rejected by the film 500 are returned back toward the top of the figure.

Referring now to FIG. 29B, a larger number of rays interacting with a film 500 are shown. It will be appreciated that only a fraction of the incident rays 525 will be directed toward the LCD (not shown).

30 Referring now to FIGS. 33A, 33B, and 33C, three alternative angular filtering films that provide at least some degree of 3D filtering, in addition to the

usual 2d filtering provided by such structures, are depicted. A planar array of pyramids 560 is shown in FIG. 33A. A planar array of extended pyramidal structures 570 is shown in FIG. 33B. A planar array of cones 580 is shown in FIG. 33C. All three of these embodiments provide some degree of angular  
5 filtering in the Z direction, as well as in the X and Y directions.

Referring to FIG. 30, a liquid crystal display backlighting system 600 can be based on a collimating waveguide 605 that is configured for use with a first light source 610 and a second light source 620. In this embodiment, a plurality of optical elements 606 formed at the bottom of collimating waveguide 605 are  
10 progressive in shape and symmetrically arranged with regard to a centerline of collimating waveguide 605. The geometries of the facets of the plurality of optical elements 606 can be configured so as to operate by mirrored reflection or by total internal reflection. Opaque pearlescent underlayer 616 improves efficiency. Underlayer 616 can be a separate layer of material that is spaced apart  
15 from the bottom of collimating waveguide 605 or a surface that is adjacent the plurality of optical elements 606.

Still referring to FIG. 30, one, or both, of the light sources can be a stack of two, or more, lamps. Each individual light source may, or may not include a barrier 618 that acts a screening aperture to prevent stray light from illuminating  
20 the LCD (not shown in FIG. 30) from unintended angles.

In the embodiment depicted in FIG. 30, the first light source 610 is a stack of two lamps having a twin extended source arcuate reflector 609. First light source 610 is connected to collimating waveguide 605 with an angular filtering film 611 and a solid nonimaging optics 612. In the embodiment depicted in FIG.  
25 30, the second light source 620 has a twin parabolic reflector 619 and is directly connected to collimating waveguide 605 without any intervening NIO. (The intervening structure, NIO 612, and the reflectors 609 and 619 can all be referred to using a broad definition of NIO). These dissimilar source subsystems are combined in FIG. 30 merely to show that there are a number of possible  
30 embodiments of the invention.

However, the embodiment depicted in FIG. 30 is not the only permutation of elements that can be assembled according to the invention. The totality of embodiments includes a large number of embodiments. Specifically, there can be one or more sources, each of which can have one or more lamps. Further, there  
5 may, or may not be a parabolic or extended source arcuate reflector for each individual source, or even for each lamp of each source. Furthermore, there may, or may not, be a solid NIO for each individual source, or even for each lamp of each source. Finally, there may, or may not be a barrier for each individual source.

10 Referring to FIG. 31, a light turning and viewing film 700 can include a plurality of optical elements 710, each of which has a flat facet 720 and a curved facet 730. The curved facets can be identical or optimized with regard to the flux that is expected to be reflected by that facet. In this embodiment, flat facet 720 is transparent and curved facet 730 functions by total internal reflection. However,  
15 while it is necessary for the first facet to be transparent, the second facet can be flat and/or metallized so as to operate by mirrored reflection.

Referring to FIG. 32, a collimating waveguide 800 can include a plurality of optical elements 810, each of which has a curved facet 820 that is optimized with regard to the flux that is expected to be reflected by that facet. Each of the  
20 plurality of optical elements 810 also includes a flat facet 830. Curved facet 820 can function by total internal reflection or be provided with a reflective coating so as to function by mirrored reflection. These reflective facets can be flat or curved. While the illustrated collimating waveguide is configured for use with a single illumination source provided at one end, if two illumination sources are  
25 provided at opposing ends of the waveguide, both of the facets of the plurality of optical elements can operate to reflect light upwards. The facets of the plurality of optical elements can be fabricated so as to use any combination of mirrored and/or total internal reflection surfaces as well as any combination of flat and/or curved surfaces. In the illustrated embodiment, the curved facets become shorter as you  
30 move away from a light source at the left of the drawing, (not shown). The upper vertex angle between the flat facets and the corresponding curved facets, as well as

the curve shape are constant, but the flat facet angle increases as you move away from the light source. With regard to a plane defined by the apexes, the depth of the grooves decreases with distance away from the light source. This topography can be replicated using a master in which each of the plurality of optical elements  
5 is sequentially cut with a diamond tool that is incrementally rotated with regard to the previous element.

Preferred embodiments of the present invention can be identified one at a time by testing for the presence of collimated output. The test for the presence of collimated output can be carried out without undue experimentation by the use of  
10 simple and conventional polarization experiments. Among the other ways in which to seek embodiments having the attribute of collimated output, guidance toward the next preferred embodiment can be based on the presence of homogeneity.

The disclosed embodiments show a fluorescent bulb as the structure for  
15 performing the function of emitting light, but the structure for emitting light can be any other structure capable of performing the function of emitting light, including, by way of example an array of light emitting diodes (LEDs), or any other non-monochromatic light source, such as a strobe light. The illumination source can even be a monochromatic light source, albeit less commercially viable.

20 The disclosed embodiments show cylindrical and conical microlenses as the structures for performing the function of imaging collimation, but the structure for imaging collimation can be any other structure capable of performing the function of changing the divergence light, including, by way of example a nonlinear optic such as a convection chamber.

25 The disclosed embodiments show a light shaping diffuser as the structure for performing the function of shaping light, but the structure for shaping light can be any other structure capable of performing the function of shaping light, including, by way of example, a lens such as a Fresnel lens.

30 A practical application of the present invention which has value within the technological arts is illuminating a liquid crystal display. Further, all the disclosed embodiments of the present invention are useful in conjunction with liquid crystal

displays such as are used for the purpose of displaying data, or for the purpose of displaying an image, or the like. There are virtually innumerable uses for the present invention described herein, all of which need not be detailed here.

5 The present invention described herein provides substantially improved results that are unexpected in that a very good output is obtained with relatively low power. The present invention described herein can be practiced without undue experimentation. The entirety of everything cited above or below is hereby expressly incorporated by reference.

10 Although the best mode contemplated by the inventors of carrying out the present invention is disclosed above, practice of the present invention is not limited thereto. It will be manifest that various additions, modifications and rearrangements of the features of the present invention may be made without deviating from the spirit and scope of the underlying inventive concept.

15 For example, the compactness of the system could be enhanced by providing thinner illumination sources or thinner collimating waveguides. Similarly, although plastic is preferred for the collimating waveguide, any optically refractive material could be used in its place. In addition, the rest of the individual components need not be fabricated from the disclosed materials, but could be fabricated from virtually any suitable materials.

20 Moreover, the individual components need not be formed in the disclosed shapes, or assembled in the disclosed configuration, but could be provided in virtually any shape, and assembled in virtually any configuration, which collimate light so as to provide backlighting. Further, although the liquid crystal display system described herein is a physically separate module, it will be manifest that  
25 the liquid crystal display may be integrated into the apparatus with which it is associated. Furthermore, all the disclosed features of each disclosed embodiment can be combined with, or substituted for, the disclosed features of every other disclosed embodiment except where such features are mutually exclusive.

30 It is intended that the appended claims cover all such additions, modifications and rearrangements. Expedient embodiments of the present invention are differentiated by the appended subclaims.



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## CLAIMS

What is claimed is:

1. An apparatus, comprising a beam bending and viewing film (400) including:
  - 5 a first side including a surface diffuser (420); and
  - a second side including a first plurality of substantially parallel optical elements, each of said first plurality of substantially parallel optical elements (410) including a first facet (411) that includes a refractive surface and a second facet (412) that includes a total internal reflection surface.
- 10 2. The apparatus of claim 1, further comprising a total internal reflection collimator (300) optically connected to said first plurality of substantially parallel optical elements, said total internal reflection collimator including a top side and a bottom side, said bottom side including a second plurality of substantially parallel optical elements (350), each of said second plurality of substantially parallel  
15 optical elements including a first facet (352) that includes a total internal reflection surface.
3. The apparatus of claim 1, further comprising a collimating waveguide (300) optically connected to said first plurality of substantially parallel optical elements, said collimating waveguide including i) a first end and a second end and ii) a first  
20 plurality of stacked lamps (610) optically connected to said first end.
4. The apparatus of claim 1, further comprising a collimating waveguide (300) optically connected to said first plurality of substantially parallel optical elements, said collimating waveguide including i) a first end and a second end and ii) an angular filtering film (321) connected to said first end.
- 25 5. The apparatus of claim 1, further comprising a collimating waveguide (300) optically connected to said first plurality of substantially parallel optical elements,

said collimating waveguide including i) a top side and a bottom side and ii) a reflective underlayer (360) adjacent said bottom side.

6. The apparatus of claim 1, wherein each of said plurality of optical elements includes a first facet that is concave with respect to said second side.

5 7. The apparatus of claim 1, further comprising a collimating waveguide (300) connected to said beam bending and viewing film, a liquid crystal display (40) optically connected to said beam bending and viewing film and a nonlambertian diffuser (45) optically connected to said liquid crystal display.

10 8. A method of illuminating a liquid crystal display that utilizes the apparatus of claim 1.

15 9. An apparatus, comprising a total internal reflection collimator (300), said total internal reflection collimator including a top side and a bottom side, said bottom side including a first plurality of substantially parallel optical elements, each of said first plurality of substantially parallel optical elements including a first facet that includes a total internal reflection surface.

10. The apparatus of claim 9, further comprising a beam bending and viewing film (400) optically connected to said top side, said beam bending and viewing film including:

a first side including a surface diffuser (420); and

20 a second side including a second plurality of substantially parallel optical elements (410), each of said second plurality of substantially parallel optical elements including a second facet (411) that includes a refractive surface and a third facet (412) that includes a total internal reflection surface.

25 11. The apparatus of claim 9, further comprising a plurality of stacked lamps (610) optically connected to said collimating waveguide.

12. The apparatus of claim 9, further comprising an angular filtering film (321) connected to said collimating waveguide.

13. The apparatus of claim 9, further comprising a reflective underlayer (640) adjacent said bottom side.

5 14. The apparatus of claim 9, wherein said first facet is concave with respect to said top side.

15. The apparatus of claim 9, wherein each of said plurality of optical elements includes a second facet that is a total internal reflection.

10 16. The apparatus of claim 15, wherein said second facet is concave with respect to said top side.

17. The apparatus of claim 9 further comprising a liquid crystal display (40) optically connected to said total internal reflection collimator and a nonlambertian diffuser (45) optically connected to said liquid crystal display.

15 18. A method of illuminating a liquid crystal display that utilizes the apparatus of claim 9.

19. An apparatus, comprising:  
a collimating waveguide (300) including a first end and a second end; and  
a first plurality of stacked lamps (610) optically connected to said first end.

20 20. The apparatus of claim 19 further comprising a beam bending and viewing film (400) optically connected to said collimating waveguide, said beam bending and viewing film including:  
a first side including a surface diffuser (420); and

a second side including a first plurality of substantially parallel optical elements (410), each of said first plurality of substantially parallel optical elements including a first facet (411) that includes a refractive surface and a second facet (412) that includes a total internal reflection surface.

- 5     21.     The apparatus of claim 19, wherein said collimating waveguide includes a first plurality of substantially parallel optical elements (350), each of said first plurality of substantially parallel optical elements including a first facet (352) that includes a total internal reflection surface.
- 10     22.     The apparatus of claim 19, wherein said collimating waveguide includes an angular filtering film (321).
23.     The apparatus of claim 19, wherein said collimating waveguide includes an underlayer (640).
24.     The apparatus of claim 19, further comprising a reflector connected to a collimating waveguide and encircling said first pair of stacked lamps (610).
- 15     25.     The apparatus of claim 24, wherein said reflector includes an extended source arcuate reflector.
26.     The apparatus of claim 19, further comprising a second plurality of stacked lamps optically connected to said second end.
27.     The apparatus of claim 19 further comprising a liquid crystal display (40)  
20     optically connected to said collimating waveguide and a nonlambertian diffuser (45) optically connected to said liquid crystal display.

28. A method of illuminating a liquid crystal display that utilizes the apparatus of claim 19.

29. An apparatus, comprising:

5 a collimating waveguide (300) including a first end and a second end; and  
an angular filtering film (321) connected to said first end.

30. The apparatus of claim 29 further comprising a beam bending and viewing film (400) optically connected to said collimating waveguide, said beam bending and viewing film including:

10 a first side including a surface diffuser (420) and  
a second side including a first plurality of substantially parallel optical elements (410), each of said first plurality of substantially parallel optical elements including a first facet that includes a refractive surface and a second facet that includes a total internal reflection surface.

15 31. The apparatus of claim 29, wherein said collimating waveguide includes a first plurality of substantially parallel optical elements (350), each of said first plurality of substantially parallel optical elements including a first facet that includes a total internal reflection surface.

32. The apparatus of claim 29, further comprising a plurality of stacked lamps (610) optically connected to said collimating waveguide.

20 33. The apparatus of claim 29, further comprising a reflective underlayer (640) connected to said collimating waveguide.

34. The apparatus of claim 29, further comprising an angular filtering film (321) connected to said second end.

35. The apparatus of claim 29 further comprising a liquid crystal display (40) optically connected to said collimating waveguide.
36. A method of illuminating a liquid crystal display that utilizes the apparatus of claim 29.
- 5 37. An apparatus, comprising:  
a collimating waveguide (300) including a top side and a bottom side; and  
a reflective underlayer (640) adjacent said bottom side.
38. The apparatus of claim 37 further comprising a beam bending and viewing  
10 film (400) optically connected to said collimating waveguide, said beam bending  
and viewing film including:  
a first side including a surface diffuser (420) and  
a second side including a first plurality of substantially parallel optical  
elements (410), each of said first plurality of substantially parallel optical elements  
including a first facet that includes a refractive surface and a second facet that  
15 includes a total internal reflection surface.
39. The apparatus of claim 37, wherein said bottom side includes a first  
plurality of substantially parallel optical elements (350), each of said first plurality  
of substantially parallel optical elements including a first facet that includes a total  
internal reflection surface.
- 20 40. The apparatus of claim 37, further comprising a plurality of stacked lamps  
(610) optically connected to said collimating waveguide.
41. The apparatus of claim 37, further comprising an angular filtering film  
(321) connected to said collimating waveguide.

42. The apparatus of claim 37 further comprising a liquid crystal display (40) optically connected to said collimating waveguide and a nonlambertian diffuser (45) optically connected to said liquid crystal display.

43. A method of illuminating a liquid crystal display that utilizes the apparatus  
5 of claim 37.

44. An apparatus, comprising:  
an illumination source (60) for producing light;  
a first collimating waveguide optically connected to said illumination  
source, said first collimating waveguide (80) including a top surface (146), an  
10 incident end (130) and a first plurality of substantially parallel optical elements  
(140) for redirecting light from said incident end to, and through, said top surface,  
each of said first plurality of substantially parallel optical elements including a first  
facet (142) that is nonparallel to said top surface and a second facet (144) that is  
nonparallel to said top surface; and  
15 a reflector (70) optically connected to said light source and optically  
connected to said first collimating waveguide, said reflector (1) at least partially  
surrounding said illumination source, and (2) reflecting light from said illumination  
source to said incident end by direct reflection,  
wherein light from said reflector is directly incident upon said incident end.

20 45. The apparatus of claim 44, wherein a density of said first plurality  
of substantially parallel optical elements varies as a function of a distance from  
said incident end.

46. The apparatus of claim 45, wherein said density of said first  
plurality of substantially parallel optical elements varies as a function of said  
25 distance from said incident end according to the relationship



- 55 -

$$\rho = \frac{A}{I} = \frac{A}{I_0 - aAx}$$

where  $\rho$  is said density of said first plurality of substantially parallel optical elements,  $A$  is a constant,  $I$  is input intensity,  $I_0$  is intensity for  $x = 0$ ,  $a$  is a constant and  $x$  is said distance.

5           47.    The apparatus of claim 44, further comprising a first diffuser (30) optically connected to said top surface for homogenizing light from said top surface.

            48.    The apparatus of claim 47, further comprising a non-Lambertian second diffuser optically connected to said incident end for reducing reflection  
10   from said incident end.

            49.    The apparatus of claim 44, further comprising a non-Lambertian diffuser optically connected to said incident end for reducing reflection from said incident end.

            50.    The apparatus of claim 44, wherein an angle between said second  
15   facet and said top surface varies as a function of a distance from said incident end.

            51.    The apparatus of claim 44, wherein said illumination source is an array of light emitting diodes (1200).

            52.    The apparatus of claim 44, wherein said first collimating waveguide  
20   includes a reflective end opposite said incident end.

53. The apparatus of claim 44, wherein said reflector includes an extended source arcuate reflector.

54. The apparatus of claim 44, further comprising a liquid crystal (40) display optically connected to said first collimating waveguide.

5 55. The apparatus of claim 44, further comprising a non-Lambertian first diffuser (45) optically connected to said liquid crystal display for directing light from said liquid crystal display.

56. The apparatus of claim 55, further comprising a second diffuser (30) optically connected to said top surface for homogenizing light from said top  
10 surface.

57. The apparatus of claim 56, further comprising a non-Lambertian third diffuser optically connected to said incident end for reducing reflection from said incident end.

58. The apparatus of claim 44, further comprising a spatial light  
15 modulator optically connected to said first collimating waveguide.

59. The apparatus of claim 44, further comprising a second collimating waveguide (210) optically connected to said first collimating waveguide, said second collimating waveguide including an upper surface and a second plurality of optical elements for redirecting light from said top surface through said upper  
20 surface,

wherein each of said second plurality of optical elements is an imaging optic.

60. The apparatus of claim 44, wherein said second facet of each of said first plurality of substantially parallel optical elements is concave with respect to said top surface.

61. The apparatus of claim 60, wherein said first facet of each of said first plurality of substantially parallel optical elements is mirrored and concave with respect to said top surface and each of said first plurality of substantially parallel optical elements includes an extended curved vertex between said second facet and said first facet that is concave with respect to said top surface.

62. A liquid crystal display system comprising at least two of the apparatus of claim 44.

63. A method of illuminating a liquid crystal display which utilizes the apparatus of claim 44.

64. An apparatus, comprising:  
an illumination source for producing light;  
a first distributed wedge collimating waveguide (150) optically connected to said illumination source, said first distributed wedge collimating waveguide including a top surface (166), an incident end (168) and a first plurality of substantially parallel optical elements (160) for redirecting light from said incident end to said top surface and through said top surface by leakage, each of said first plurality of substantially parallel optical elements including a first facet (162) that is nonparallel to said top surface and a second facet (164) that is nonparallel to said top surface;  
a second distributed wedge collimating waveguide (170) optically connected to said first distributed wedge collimating waveguide, said second distributed wedge collimating waveguide including an upper surface (172) and a second plurality of substantially parallel optical elements for redirecting light that is leaked through said top surface through said upper surface; and

a reflector (70) optically connected to said light source and optically connected to said first distributed wedge collimating waveguide, said reflector (1) at least partially surrounding said illumination source, and (2) reflecting light from said illumination source to said incident end by direct reflection.

5            65.     The apparatus of claim 64, wherein a density of said first plurality of substantially parallel optical elements varies as a function of a distance from said incident end.

66. The apparatus of claim 64, wherein an angle between said first facet and said top surface varies as a function of a distance from said incident end.

10            67.     The apparatus of claim 66, wherein said angle between said first facet and said top surface varies as a function of the distance from said incident end according to the relationships

$$a(x) = \frac{A'}{(P_0 - A' \rho x)[1 - R(x) - D]} = 2 \delta(x) \cot \beta$$

and

15  $\delta^2 \propto \gamma \sqrt{n^2 - 1}$

where  $\gamma$  is said angle between said first facet and said top surface,  $x$  is said distance,  $A'$  is a constant,  $\rho$  is a density of said first plurality of substantially parallel optical elements,  $n$  is an index of refraction,  $\delta$  is a leakage angle,  $P_o$  is initial optical power,  $R$  is a Fresnel reflection coefficient and  $D$  is an absorption coefficient.

68. The apparatus of claim 64, further comprising a first diffuser optically connected to said upper surface for homogenizing light from said upper surface.

69. The apparatus of claim 68, further comprising a non-Lambertian second diffuser optically connected to said incident end for reducing reflection from said incident end.

70. The apparatus of claim 64, further comprising a non-Lambertian  
5 diffuser optically connected to said incident end for reducing reflection from said incident end.

71. The apparatus of claim 64, wherein said illumination source is an array of light emitting diodes (1200).

72. The apparatus of claim 64, wherein said first distributed wedge collimating waveguide includes a reflective end opposite said incident end.

73. The apparatus of claim 64, wherein said reflector includes an extended source arcuate reflector.

74. The apparatus of claim 64, further comprising a liquid crystal  
5 display optically connected to said upper surface.

75. The apparatus of claim 64, further comprising a non-Lambertian first diffuser optically connected to said liquid crystal display for directing light from said liquid crystal display.

76. The apparatus of claim 75, further comprising a second diffuser (30)  
10 optically connected to said upper surface for homogenizing light from said upper surface.

77. The apparatus of claim 76, further comprising a non-Lambertian third diffuser optically connected to said incident end for reducing reflection from  
15 said incident end.

78. The apparatus of claim 64, further comprising a spatial light modulator optically connected to said upper surface.

79. The apparatus of claim 64, wherein light from said reflector is directly incident upon said incident end.

20 80. The apparatus of claim 64, wherein the second facet of each of said first plurality of substantially parallel optical elements is mirrored and substantially perpendicular to said top surface.

25 81. The apparatus of claim 64, further comprising a third collimating waveguide (210) optically connected to said second collimating waveguide, said third collimating waveguide including another surface and a third plurality of optical elements for redirecting light from said upper surface through said another surface,

wherein each of said third plurality of optical elements is an imaging optic.

30 82. The apparatus of claim 64, wherein the second facet of each of said first plurality of substantially parallel optical elements is concave with respect to said top surface.

35 83. The apparatus of claim 64, further comprising a nonimaging optic (340) located between said illumination source and said incident surface, said nonimaging optic being optically connected to both said illumination source and said first distributed wedge collimating waveguide.

84. A liquid crystal display system comprising at least two of the apparatus of claim 64.

85. A method of illuminating a liquid crystal display which utilizes the apparatus of claim 64.

40           86.    An apparatus, comprising:  
               an illumination source for producing light;  
               a first collimating waveguide (230) optically connected to said illumination  
               source, said first collimating waveguide including a top surface (231), an incident  
               end and a plurality of substantially parallel optical elements (240) for redirecting  
 45           light from said incident end to, and through, said top surface by total internal  
               reflection, each of said plurality of substantially parallel optical elements including  
               a first facet (242) that is nonparallel to said top surface and a second facet (244)  
               that is concave with respect to said top surface; and  
               a reflector (70) optically connected to said light source and optically  
 50           connected to said collimating waveguide, said reflector (1) at least partially  
               surrounding said illumination source, and (2) reflecting light from said illumination  
               source to said incident end by direct reflection.

              87.    The apparatus of claim 86, wherein a density of said first plurality  
               of substantially parallel optical elements varies as a function of a distance from  
 55           said incident end.

              88.    The apparatus of claim 87, wherein said density of said first  
               plurality of substantially parallel optical elements varies as a function of said  
               distance from said incident end according to the relationship

$$\rho = \frac{A}{I} = \frac{A}{I_0 - aAx}$$

60           where  $\rho$  is said density of said first plurality of substantially parallel optical  
               elements,  $A$  is a constant,  $I$  is input intensity,  $I_0$  is intensity for  $x = 0$ ,  $a$  is a  
               constant and  $x$  is said distance.

89. The apparatus of claim 86, further comprising a first diffuser (30) optically connected to said top surface for homogenizing light from said top surface.

90. The apparatus of claim 89, further comprising a non-Lambertian second diffuser optically connected to said incident end for reducing reflection from said incident end.

91. The apparatus of claim 86, further comprising a non-Lambertian diffuser optically connected to said incident end for reducing reflection from said incident end.

92. The apparatus of claim 86, wherein an angle between said mirrored second facet and said top surface varies as a function of a distance from said incident end.

93. The apparatus of claim 86, wherein said illumination source is an array of light emitting diodes (1200).

94. The apparatus of claim 86, wherein said collimating waveguide includes a reflective end opposite said incident end.

95. The apparatus of claim 86, wherein said reflector includes an extended source arcuate reflector.

96. The apparatus of claim 86, further comprising a liquid crystal display (40) optically connected to said collimating waveguide.

97. The apparatus of claim 96, further comprising a non-Lambertian first diffuser optically connected to said liquid crystal display for directing light from said liquid crystal display.



98. The apparatus of claim 97, further comprising a second diffuser optically connected to said top surface for homogenizing light from said top surface.

99. The apparatus of claim 98, further comprising a non-Lambertian  
90 third diffuser optically connected to said incident end for reducing reflection from said incident end.

100. The apparatus of claim 86, further comprising a spatial light modulator optically connected to said collimating waveguide.

101. The apparatus of claim 86, further comprising a second collimating  
95 waveguide (210) optically connected to said first collimating waveguide, said second collimating waveguide including an upper surface and a second plurality of optical elements for redirecting light from said top surface through said upper surface,

wherein each of said second plurality of optical elements is an imaging  
100 optic.

102. The apparatus of claim 86, wherein the first facet of each of said first plurality of substantially parallel optical elements is mirrored and concave with respect to said top surface and each of said first plurality of substantially parallel optical elements includes an extended curved vertex between said second  
105 facet and said first facet that is concave with respect to said top surface.

103. The apparatus of claim 86, wherein light from said reflector is directly incident upon said incident end.

104. The apparatus of claim 86, further comprising a nonimaging optic (340) located between said illumination source and said incident surface, said

110 nonimaging optic being optically connected to both said illumination source and  
said first collimating waveguide.

105. A liquid crystal display system comprising at least two of the  
apparatus of claim 86.

106. A method of illuminating a liquid crystal display which utilizes the  
115 apparatus of claim 86.

107. An apparatus, comprising:

an illumination source for producing light;

a first collimating waveguide (190) optically connected to said illumination  
source, said first collimating waveguide including a top surface (196), an incident  
120 end and a first plurality of optical elements (195) for redirecting light from said  
incident end to, and through, said top surface, each of said first plurality of optical  
elements including a first facet (197) that is nonparallel to said top surface and a  
second facet (198) that is nonparallel to said top surface;

a second collimating waveguide (210) optically connected to said first  
125 collimating waveguide, said second collimating waveguide including an upper  
surface (215) and a second plurality of optical elements (220) for redirecting light  
from said top surface through said upper surface; and

a reflector (70) optically connected to said light source and optically  
connected to said first collimating waveguide, said reflector (1) at least partially  
130 surrounding said illumination source, and (2) reflecting light from said illumination  
source to said incident end by direct reflection,

wherein each of said second plurality of optical elements is an imaging  
optic.

108. The apparatus of claim 107, wherein a density of said first plurality  
135 of substantially parallel optical elements varies as a function of a distance from  
said incident end.

109. The apparatus of claim 108, wherein said density of said first plurality of substantially parallel optical elements varies as a function of said distance from said incident end according to the relationship

140 
$$\rho = \frac{A}{I} = \frac{A}{I_0 - aAx}$$

where  $\rho$  is said density of said first plurality of substantially parallel optical elements,  $A$  is a constant,  $I$  is input intensity,  $I_0$  is intensity for  $x = 0$ ,  $a$  is a constant and  $x$  is said distance.

110. The apparatus of claim 107, further comprising a first diffuser (30)  
145 optically connected to said upper surface for homogenizing light from said upper surface.

111. The apparatus of claim 110, further comprising a non-Lambertian second diffuser optically connected to said incident end for reducing reflection from said incident end.

150 112. The apparatus of claim 107, further comprising a non-Lambertian diffuser optically connected to said incident end for reducing reflection from said incident end.

113. The apparatus of claim 107, wherein an angle between said first facet and said top surface varies as a function of a distance from said incident  
155 end.

114. The apparatus of claim 107, wherein said illumination source is an array of light emitting diodes.

115. The apparatus of claim 107, wherein said first collimating waveguide includes a reflective end opposite said incident end.

160 116. The apparatus of claim 107, wherein said reflector includes an extended source arcuate reflector.

117. The apparatus of claim 107, further comprising a liquid crystal display (40) optically connected to said upper surface.

165 118. The apparatus of claim 117, further comprising a non-Lambertian first diffuser (45) optically connected to said liquid crystal display for directing light from said liquid crystal display.

119. The apparatus of claim 118, further comprising a second diffuser optically connected to said upper surface for homogenizing light from said upper surface.

170 120. The apparatus of claim 119, further comprising a non-Lambertian third diffuser optically connected to said incident end for reducing reflection from said incident end.

121. The apparatus of claim 107, further comprising a spatial light modulator optically connected to said upper surface.

175 122. The apparatus of claim 107, wherein light from said reflector is directly incident upon said incident end.

123. The apparatus of claim 107, wherein the second facet of each of said first plurality of substantially parallel optical elements is mirrored and substantially perpendicular to said top surface.

180           124. The apparatus of claim 107, wherein the second facet of each of  
said first plurality of substantially parallel optical elements is mirrored and  
concave with respect to said top surface.

185           125. The apparatus of claim 107, wherein the first facet of each of said  
first plurality of substantially parallel optical elements is concave with respect to  
said top surface and each of said first plurality of substantially parallel optical  
elements includes an extended curved vertex between said second facet and said  
first facet that is concave with respect to said top surface.

190           126. The apparatus of claim 107, further comprising a nonimaging optic  
(340) located between said illumination source and said incident surface, said  
nonimaging optic being optically connected to both said illumination source and  
said first collimating waveguide.

127. A liquid crystal display system comprising at least two of the  
apparatus of claim 107.

195           128. A method of illuminating a liquid crystal display which utilizes the  
apparatus of claim 107.

129. An apparatus, comprising:

an illumination source (60) for producing light;

a first collimating waveguide (150) optically connected to said illumination  
source, said first collimating waveguide including a top surface (166), an incident  
end (168) and a first plurality of substantially parallel optical elements (160) for  
redirecting light from said incident end to, and through, said top surface by total  
internal reflection, each of said first plurality of optical elements including a  
concave first facet that is nonparallel to said top surface and a second facet that is  
nonparallel to said top surface, said second facet being concave with respect to  
said top surface;

a second collimating waveguide (170) optically connected to said first collimating waveguide, said second collimating waveguide including an upper surface (172) and a second plurality of optical elements for redirecting light from said top surface through said upper surface;

a diffuser (180) for homogenizing light optically connected to said second collimating waveguide; and

a reflector (70) optically connected to said light source and optically connected to said first distributed wedge collimating waveguide, said reflector (1) at least partially surrounding said illumination source, and (2) reflecting light from said illumination source to said incident end by direct reflection.

130. The apparatus of claim 129, further comprising a nonimaging optic between said illumination source and said incident surface, said nonimaging optic being optically connected to said illumination source and said first collimating waveguide.

131. The apparatus of claim 130, wherein said diffuser includes a light shaping holographic surface diffuser having at least one diffuser characteristic selected from the group consisting of directional and off-axis.

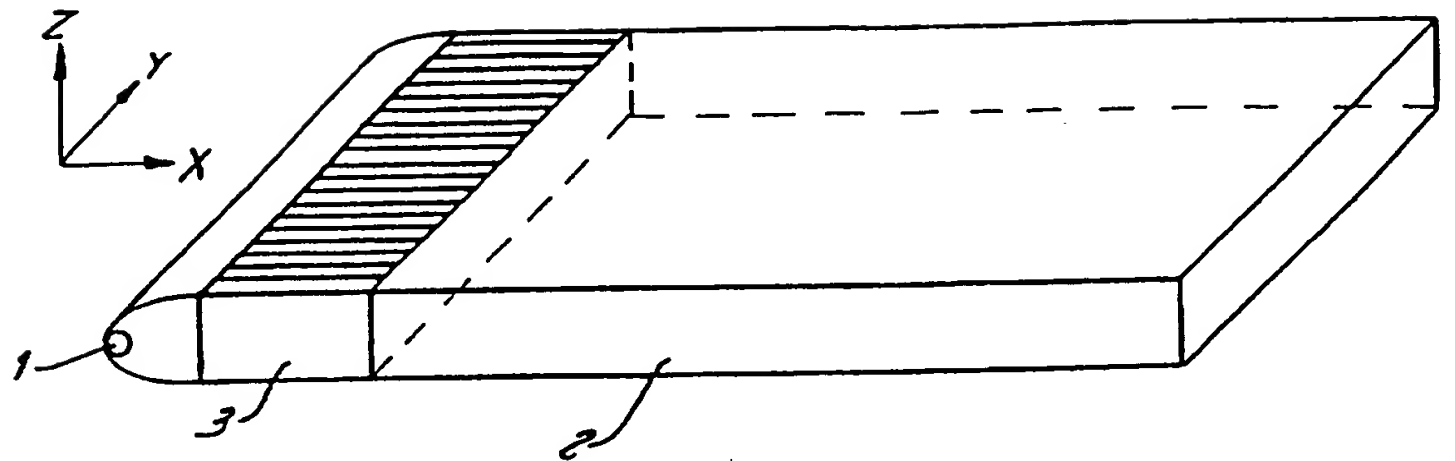


FIG. 1  
PRIOR ART

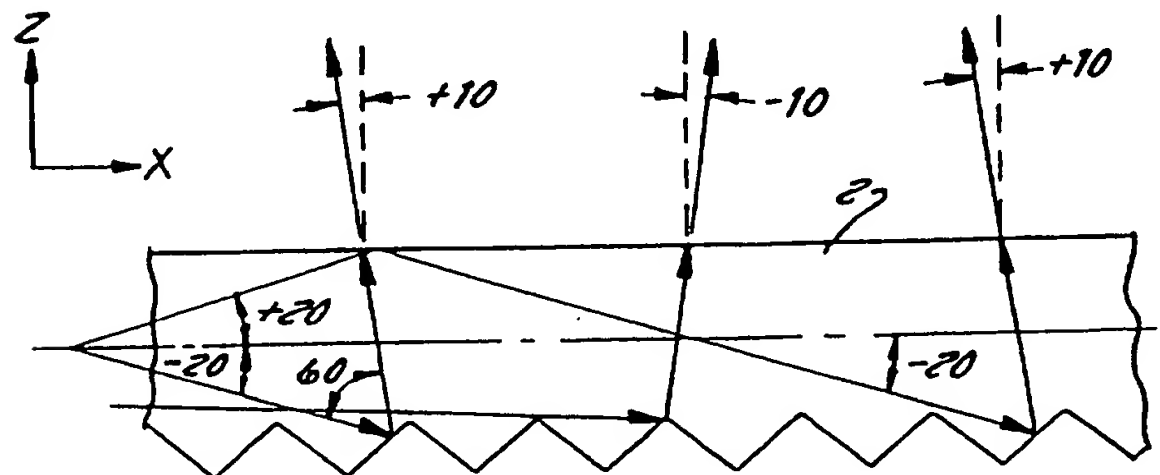


FIG. 2  
PRIOR ART

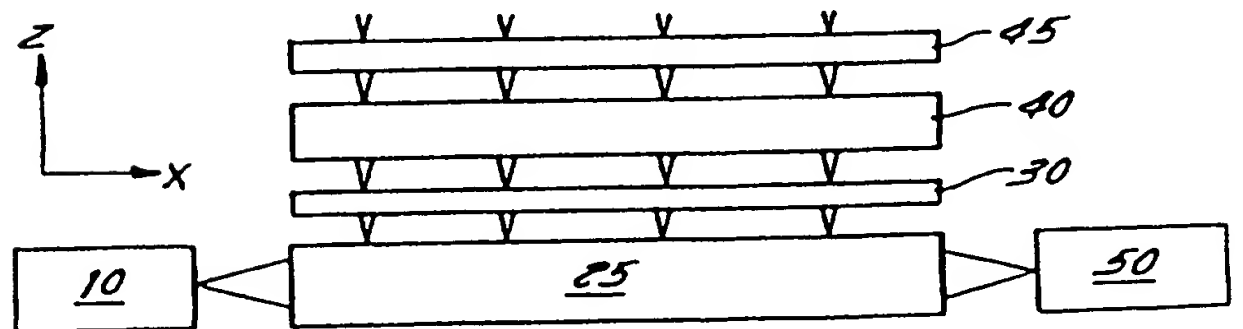


FIG. 3

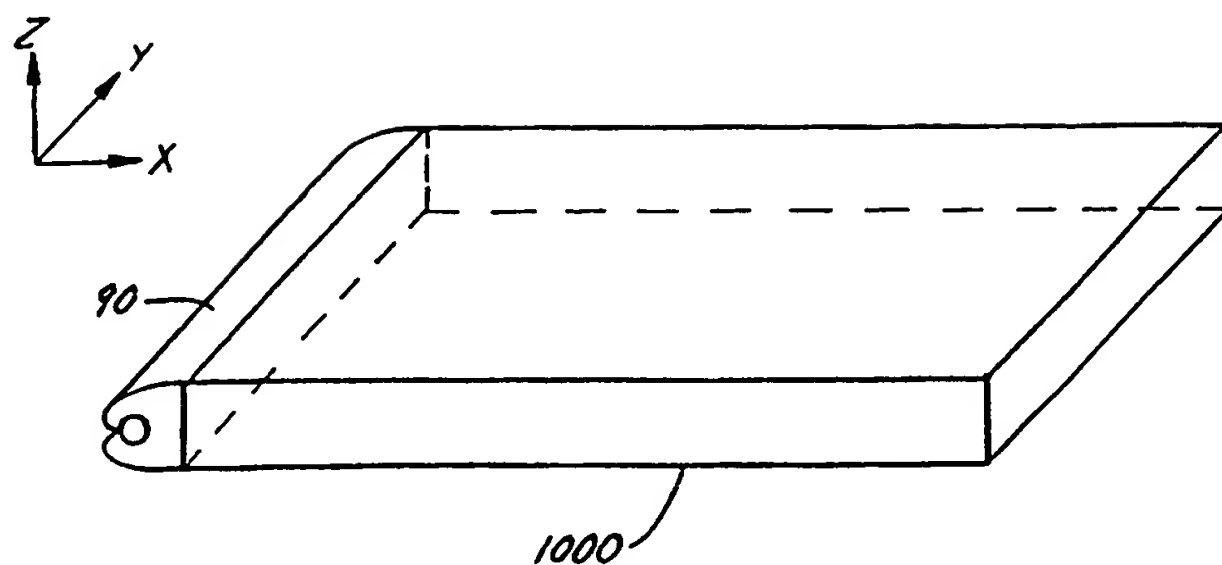


FIG. 4

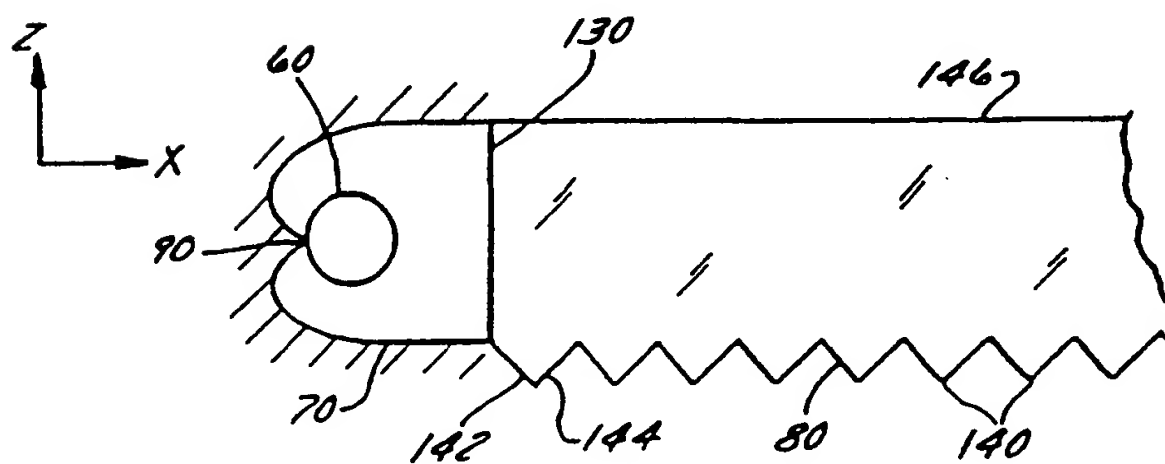


FIG. 5

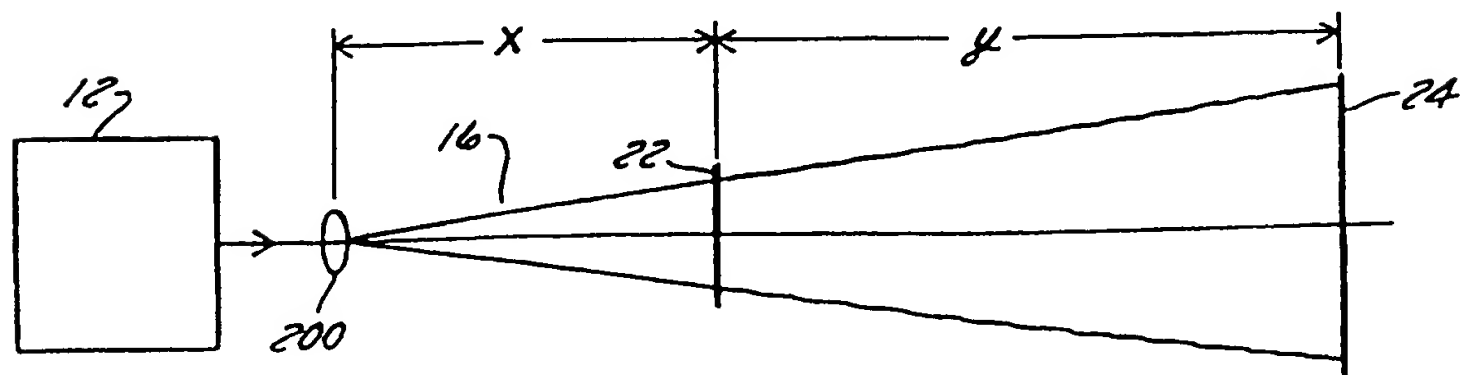


FIG. 18



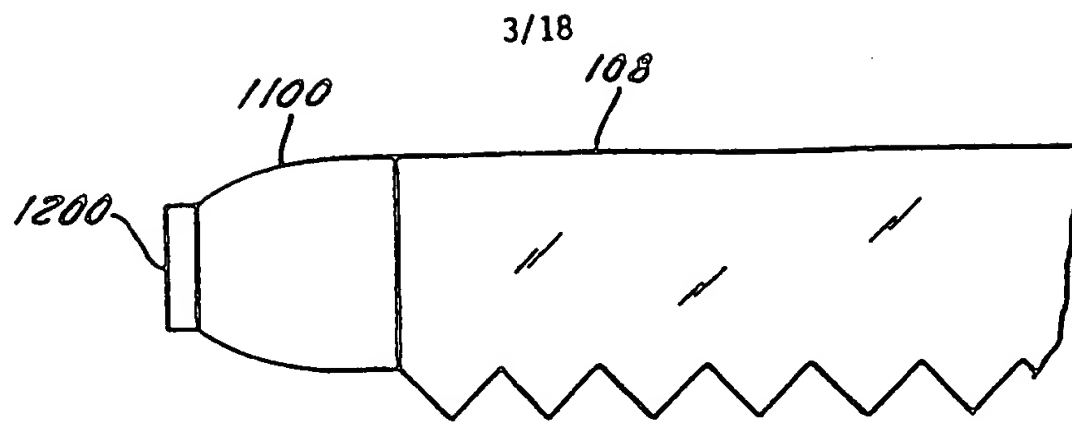


FIG. 6

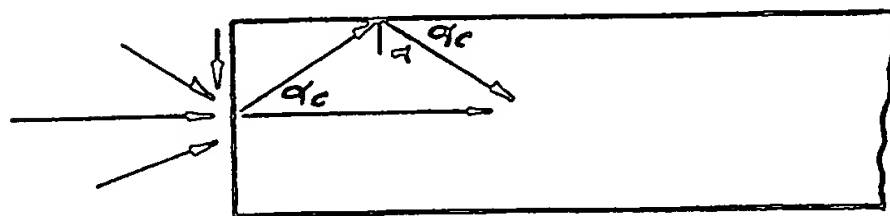


FIG. 7

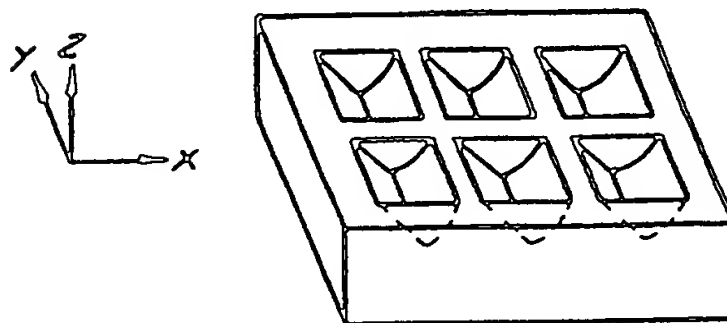


FIG. 17A

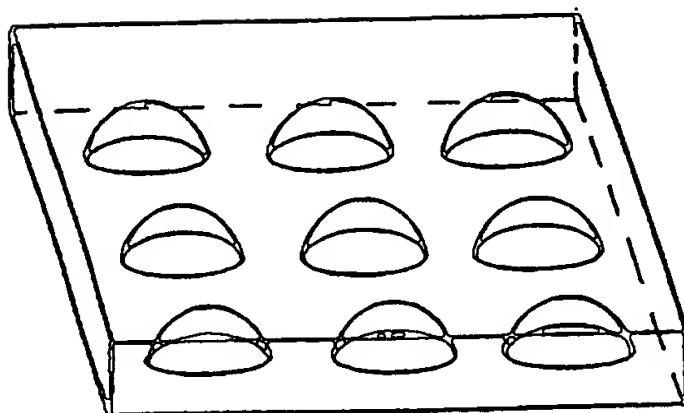


FIG. 17B

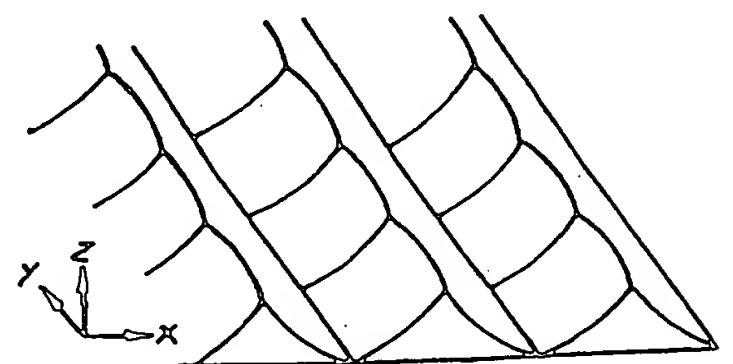
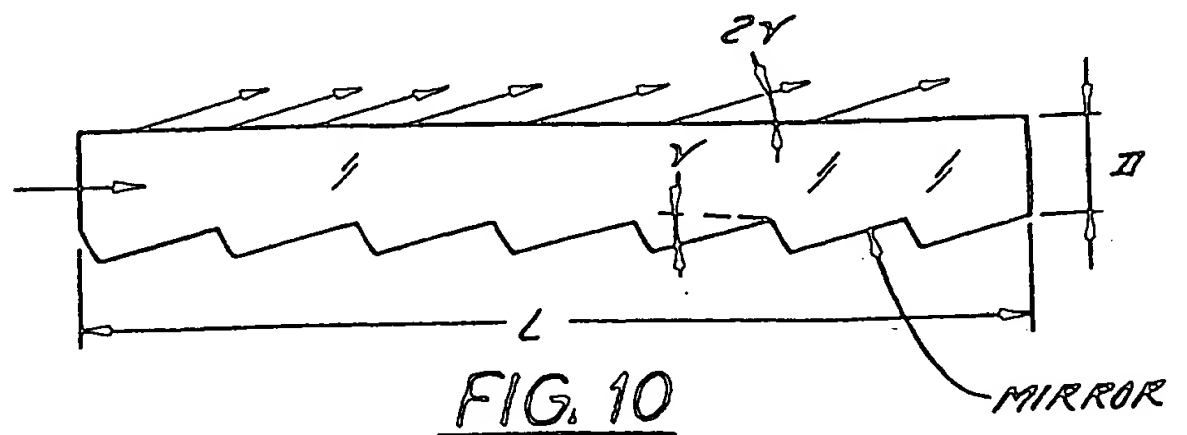
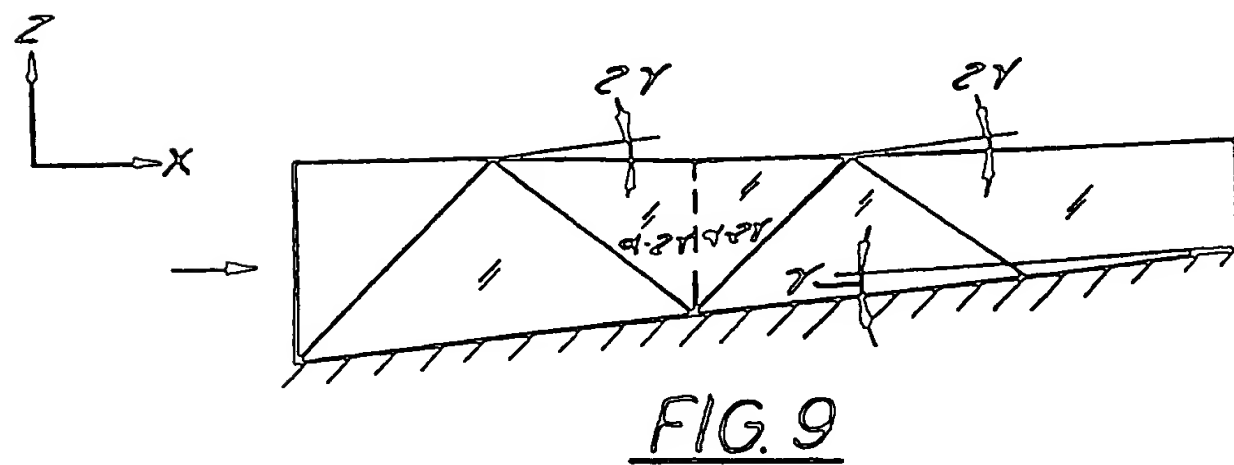
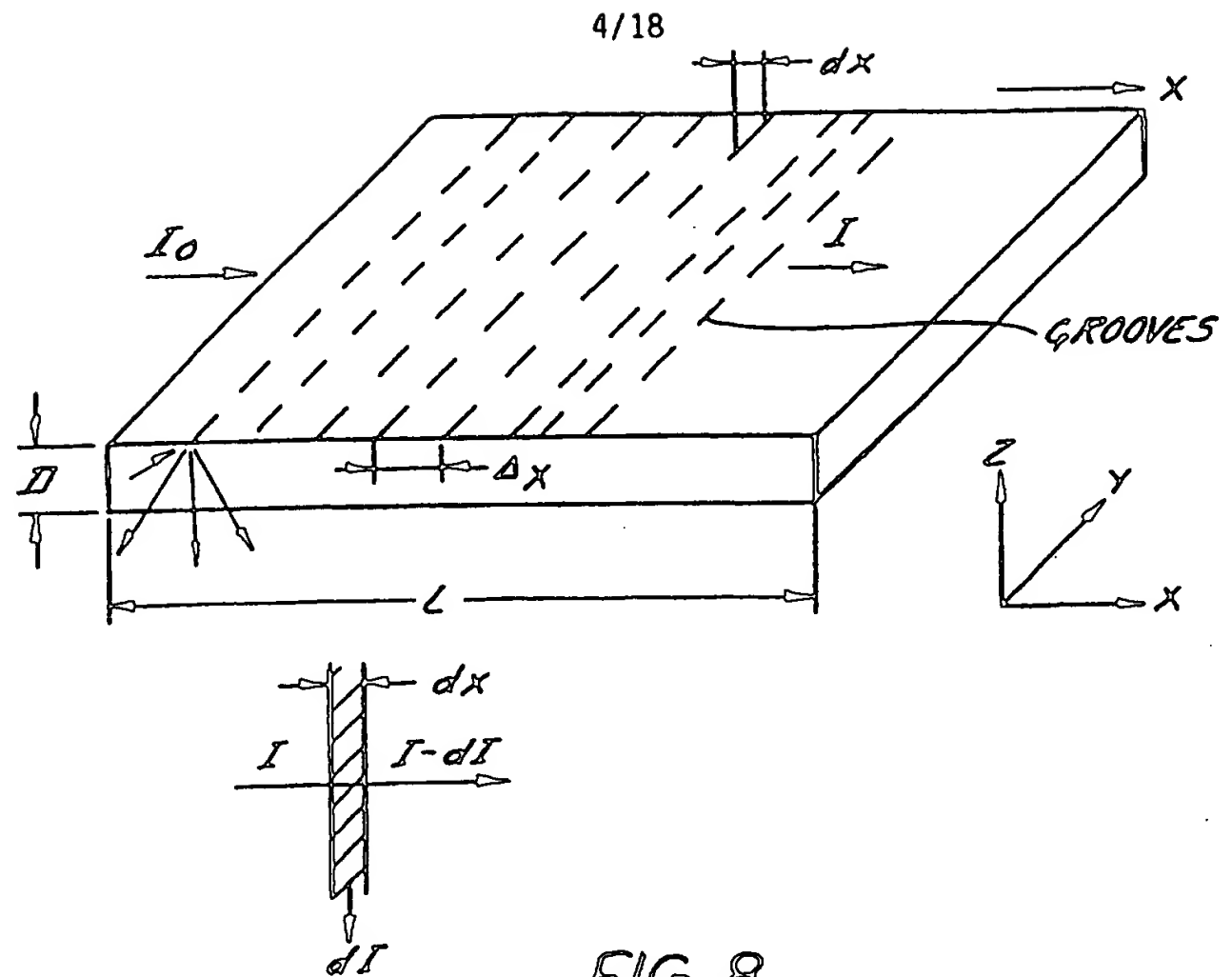


FIG. 17C



5/18

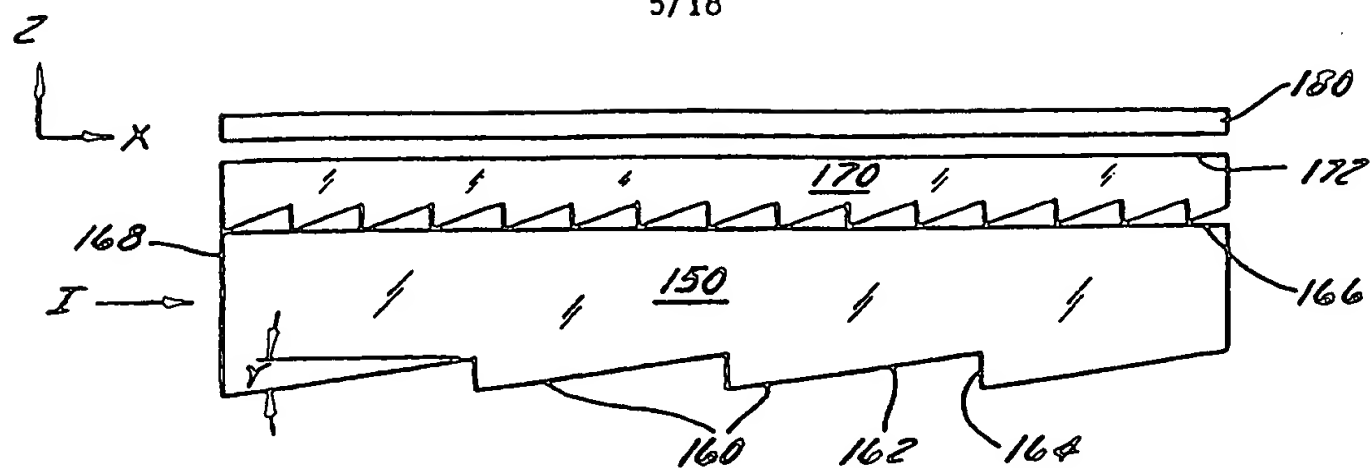


FIG. 11

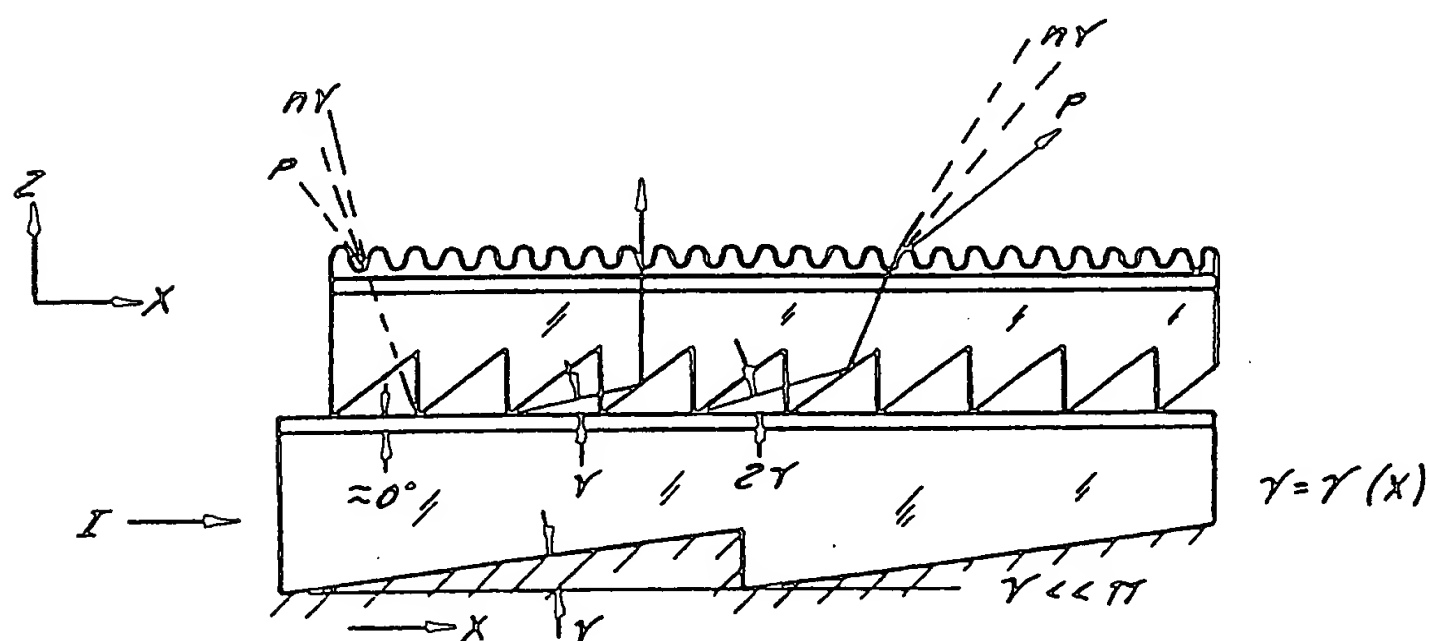


FIG. 12

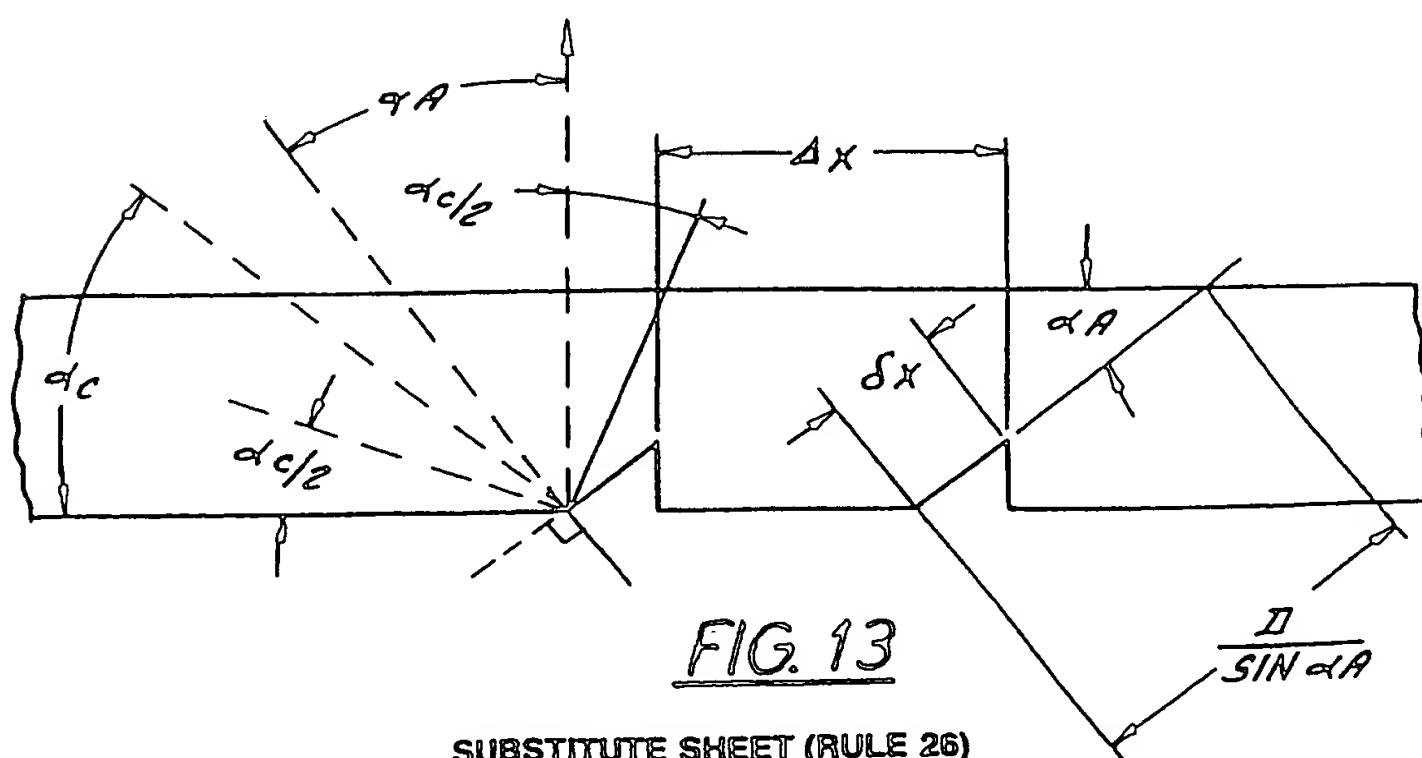
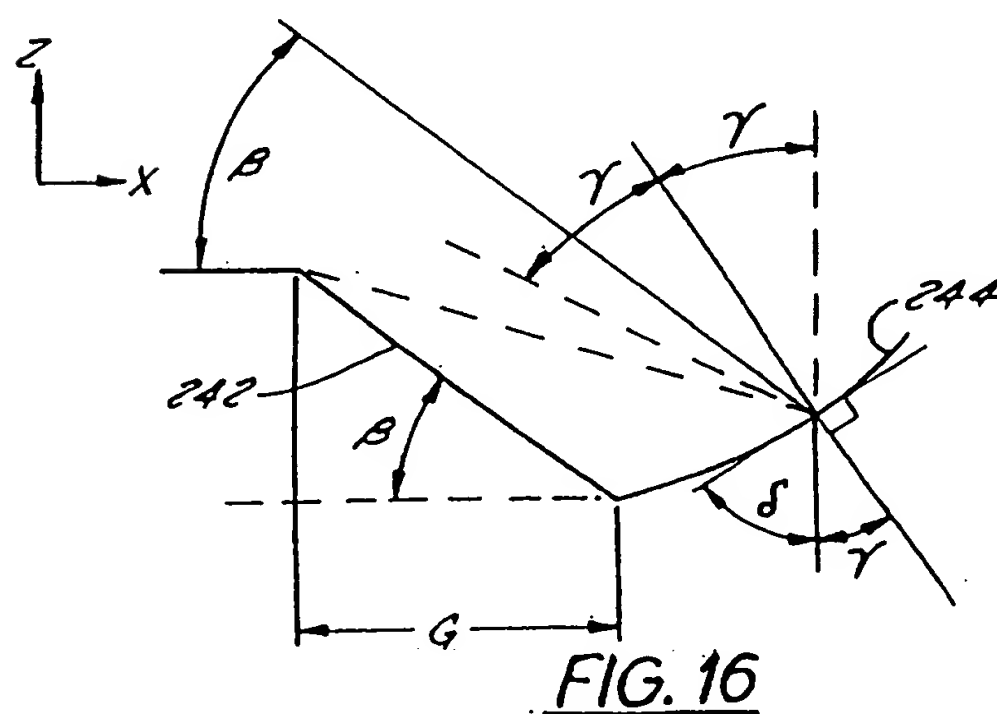
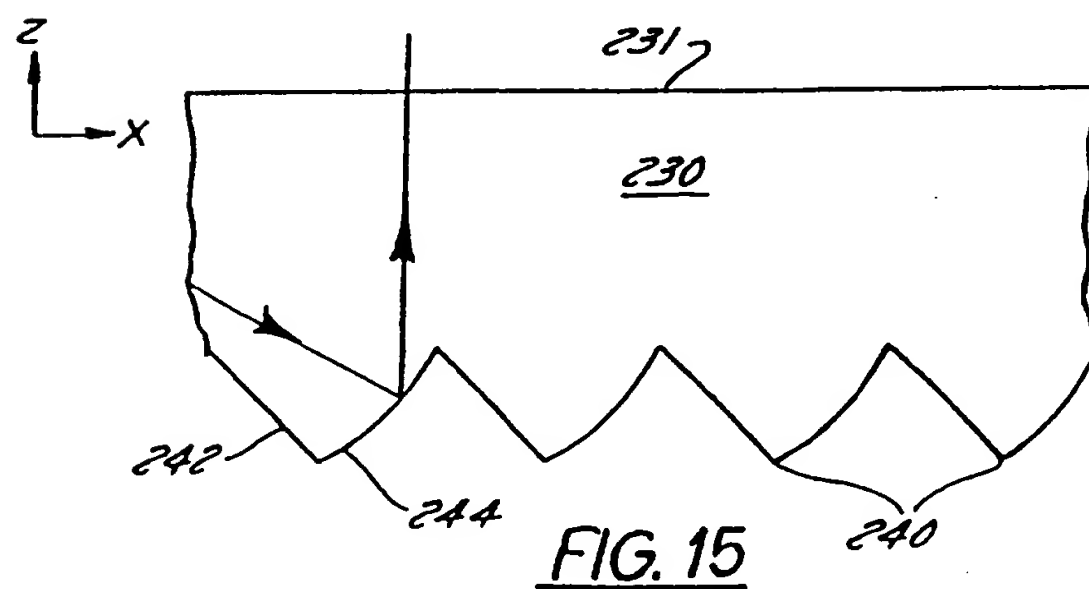
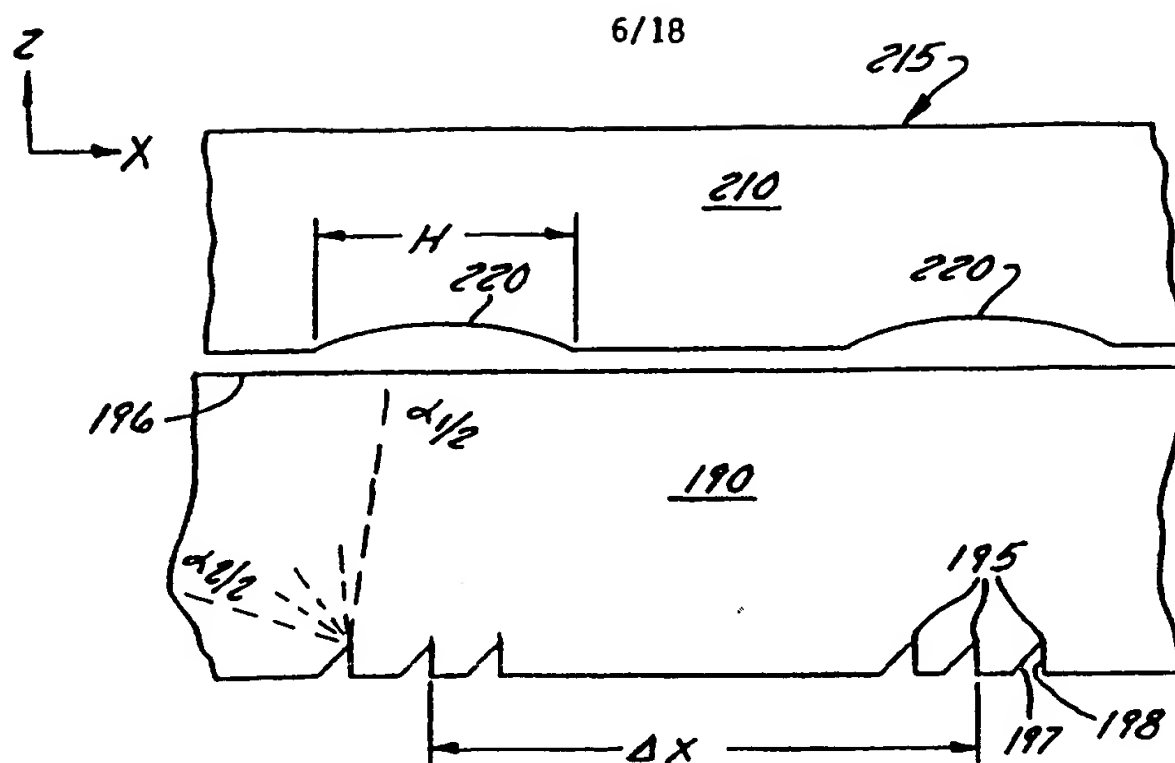


FIG. 13

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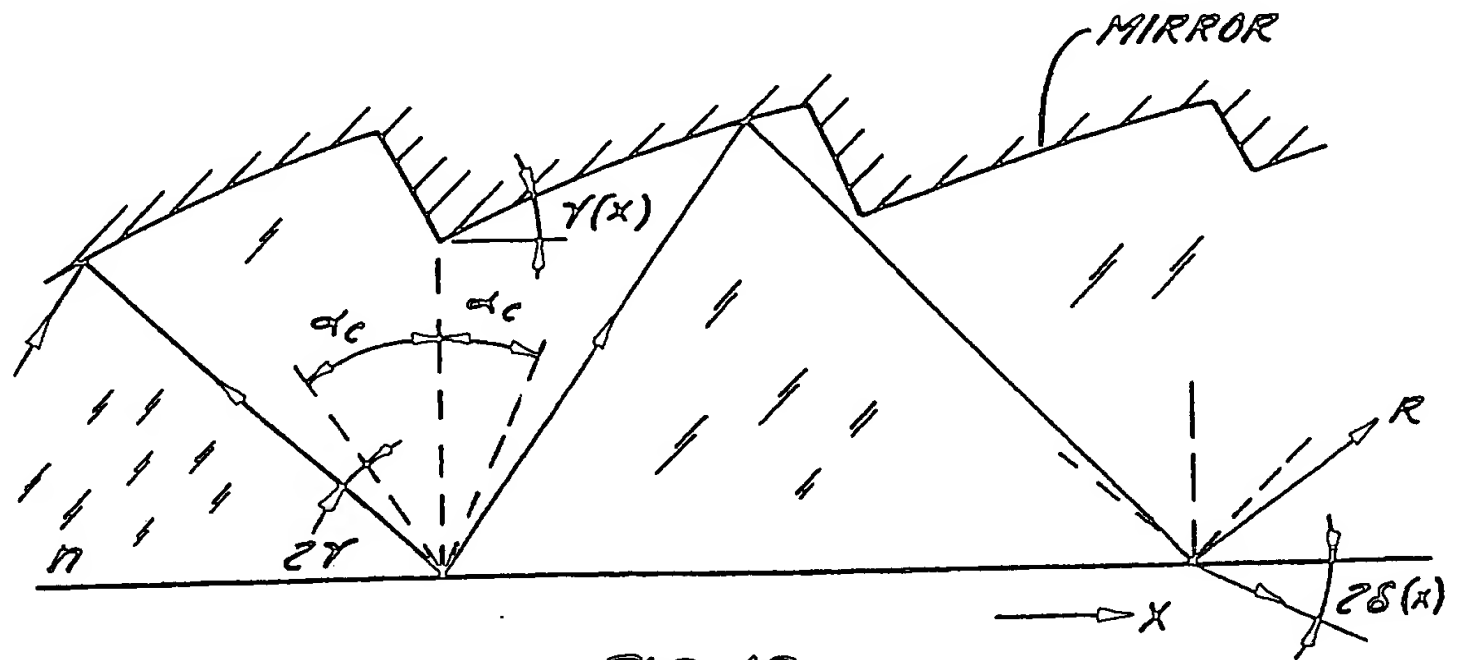


FIG. 19

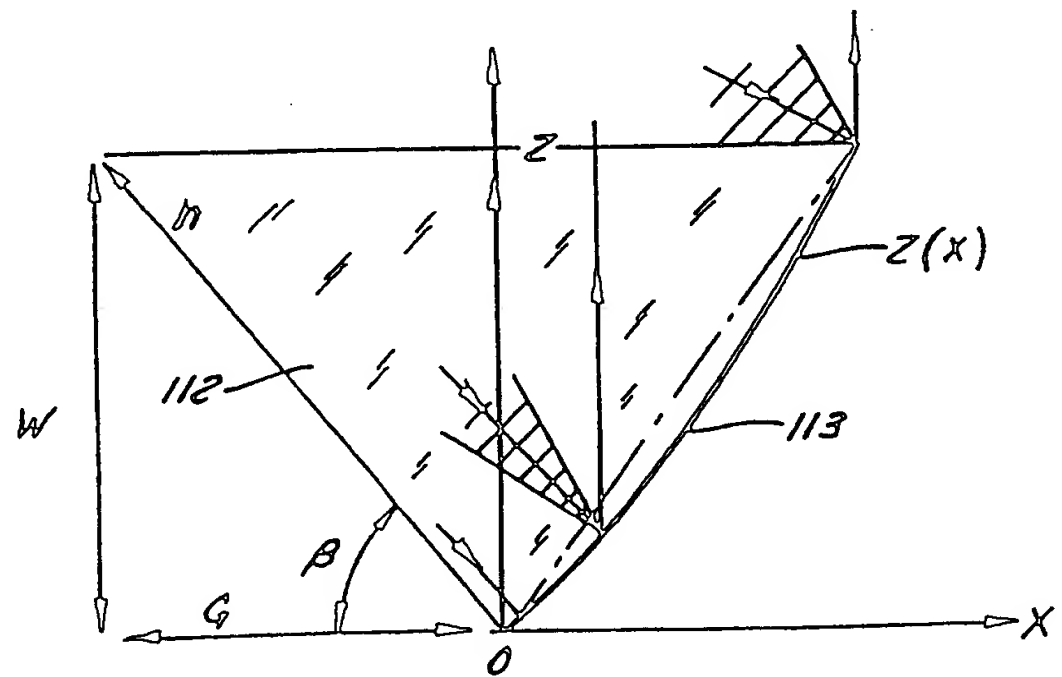


FIG. 21

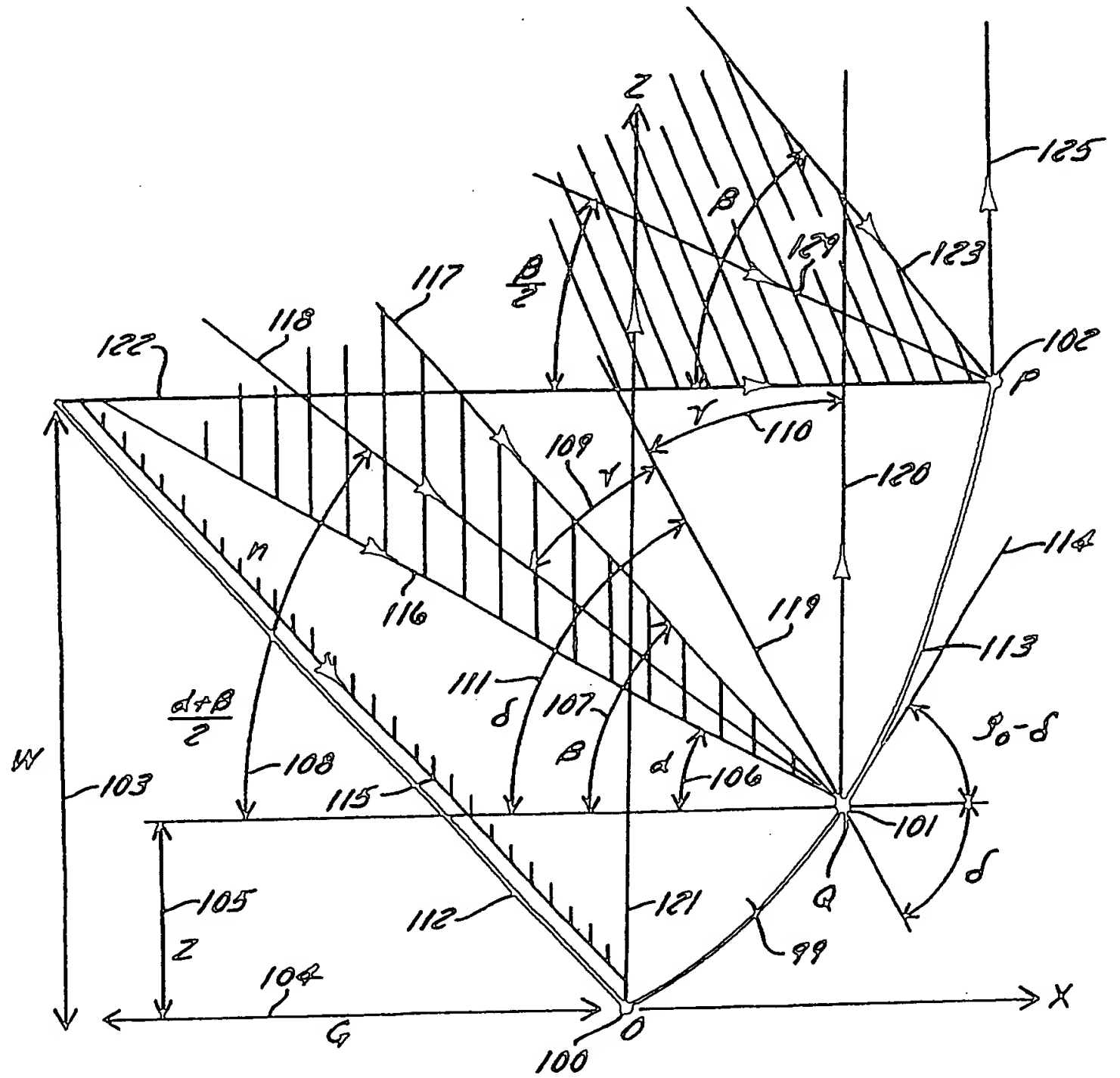


FIG. 20

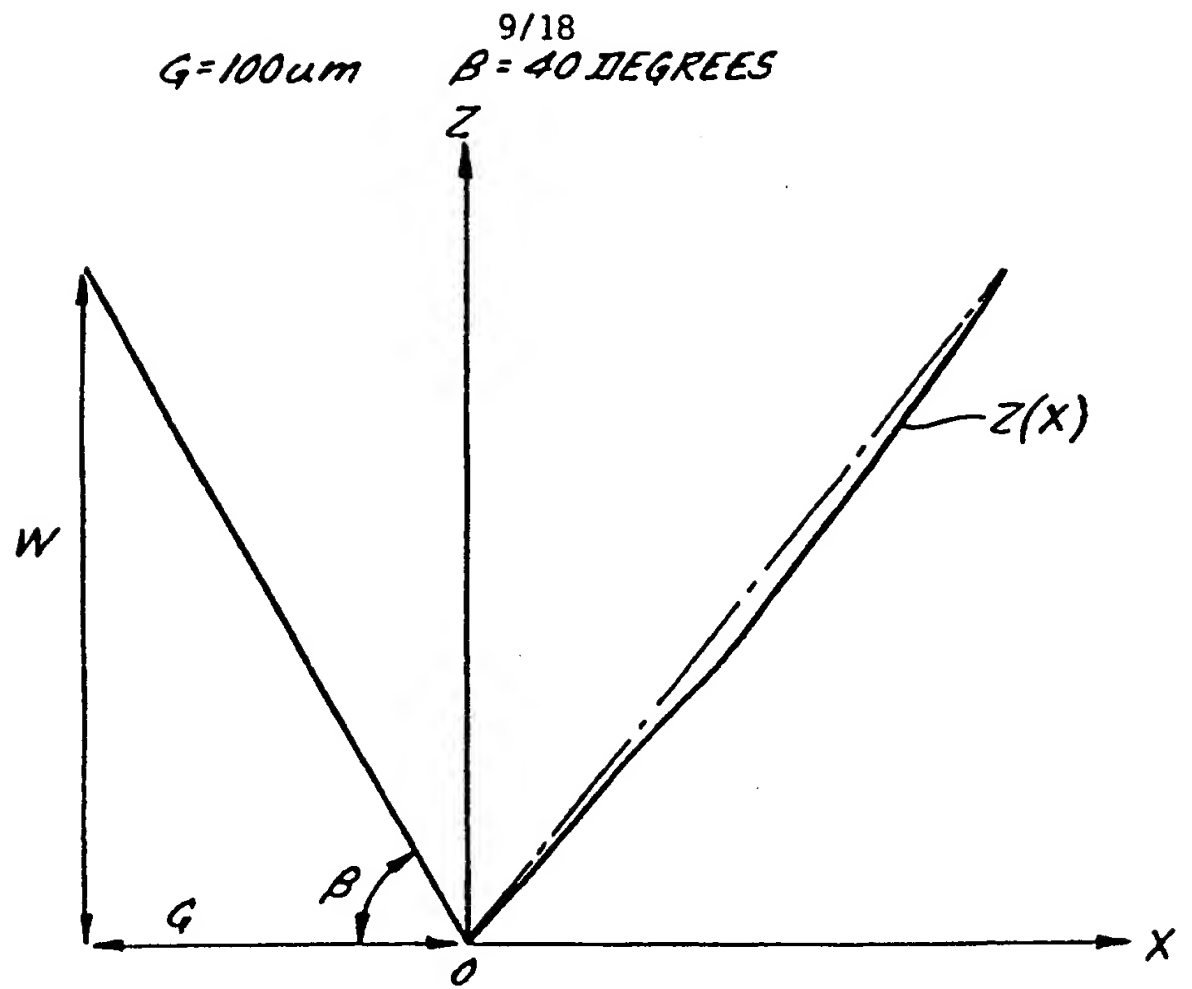


FIG. 22

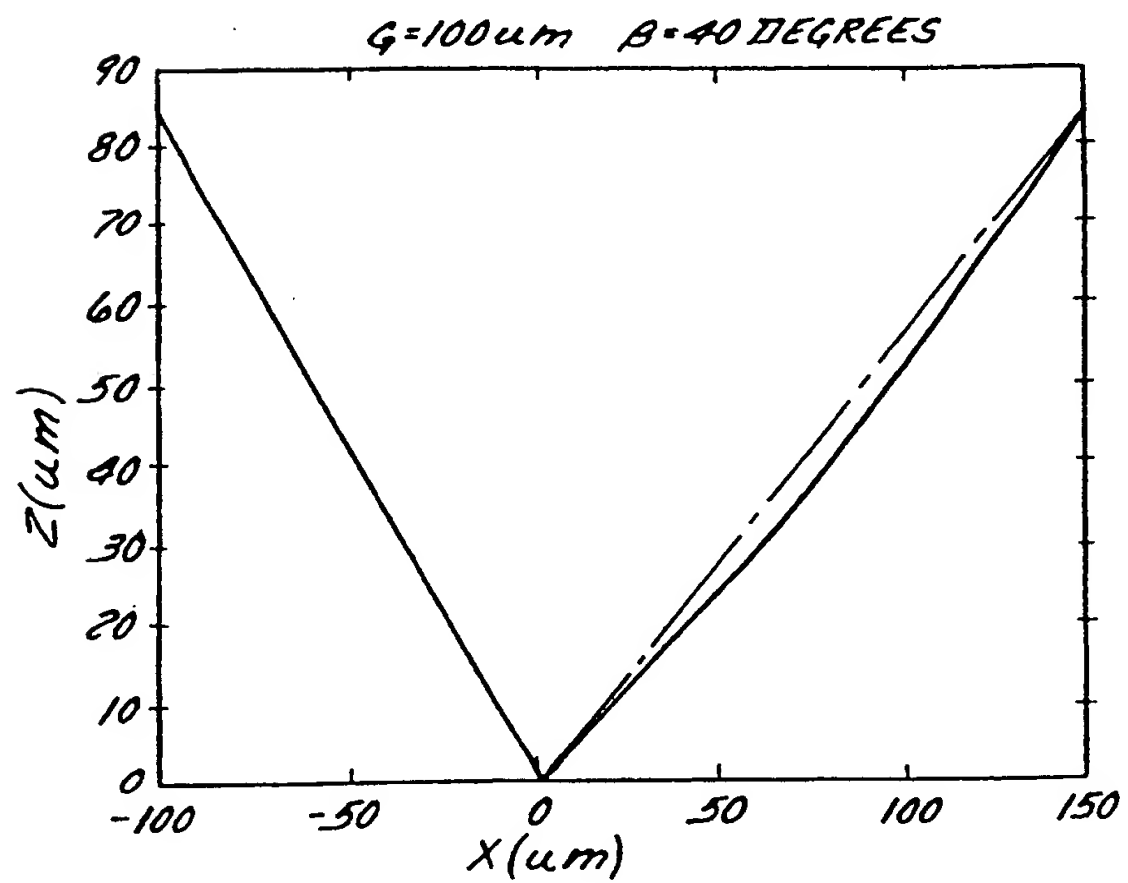
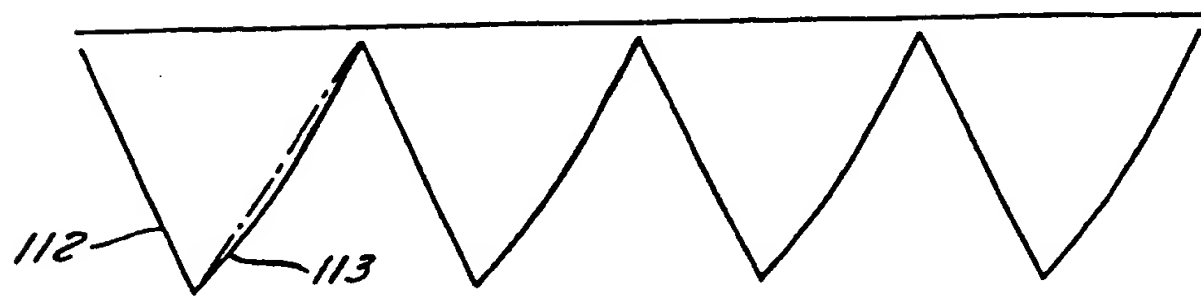
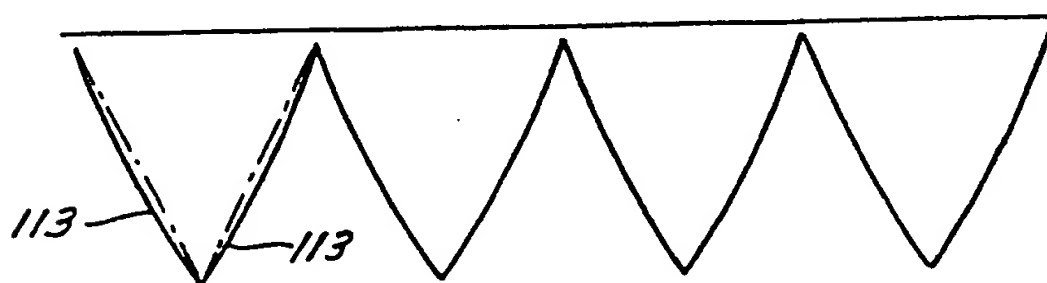
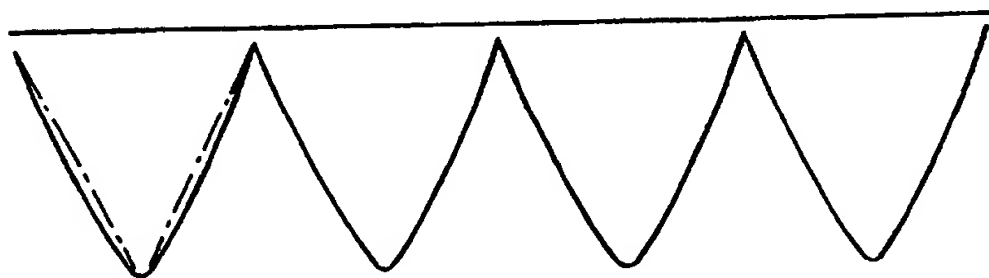


FIG. 23

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 $G = 100 \mu\text{m}$   $\beta = 40 \text{ DEGREES}$ FIG. 24FIG. 25FIG. 26



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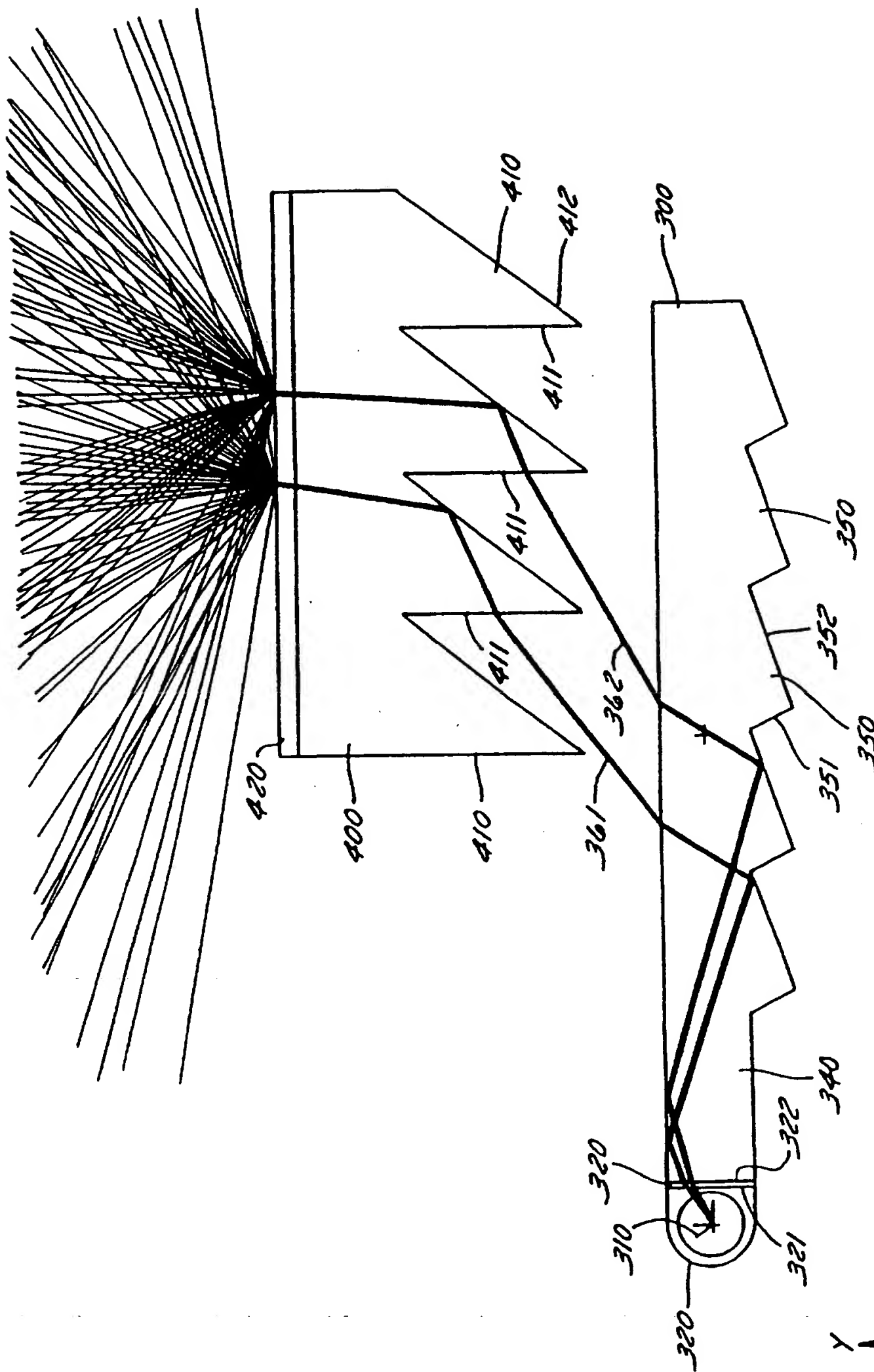


FIG. 27A

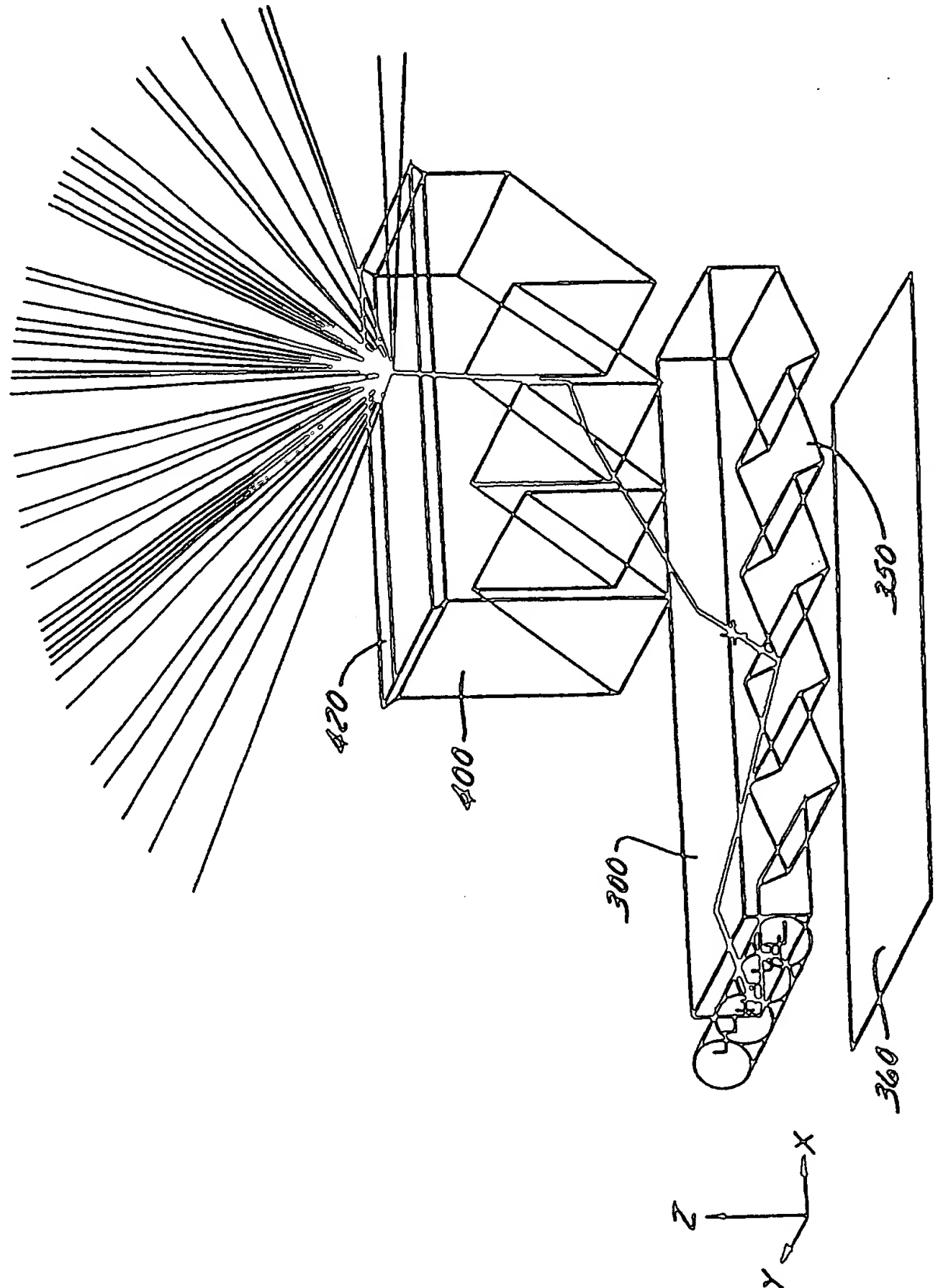


FIG. 27B

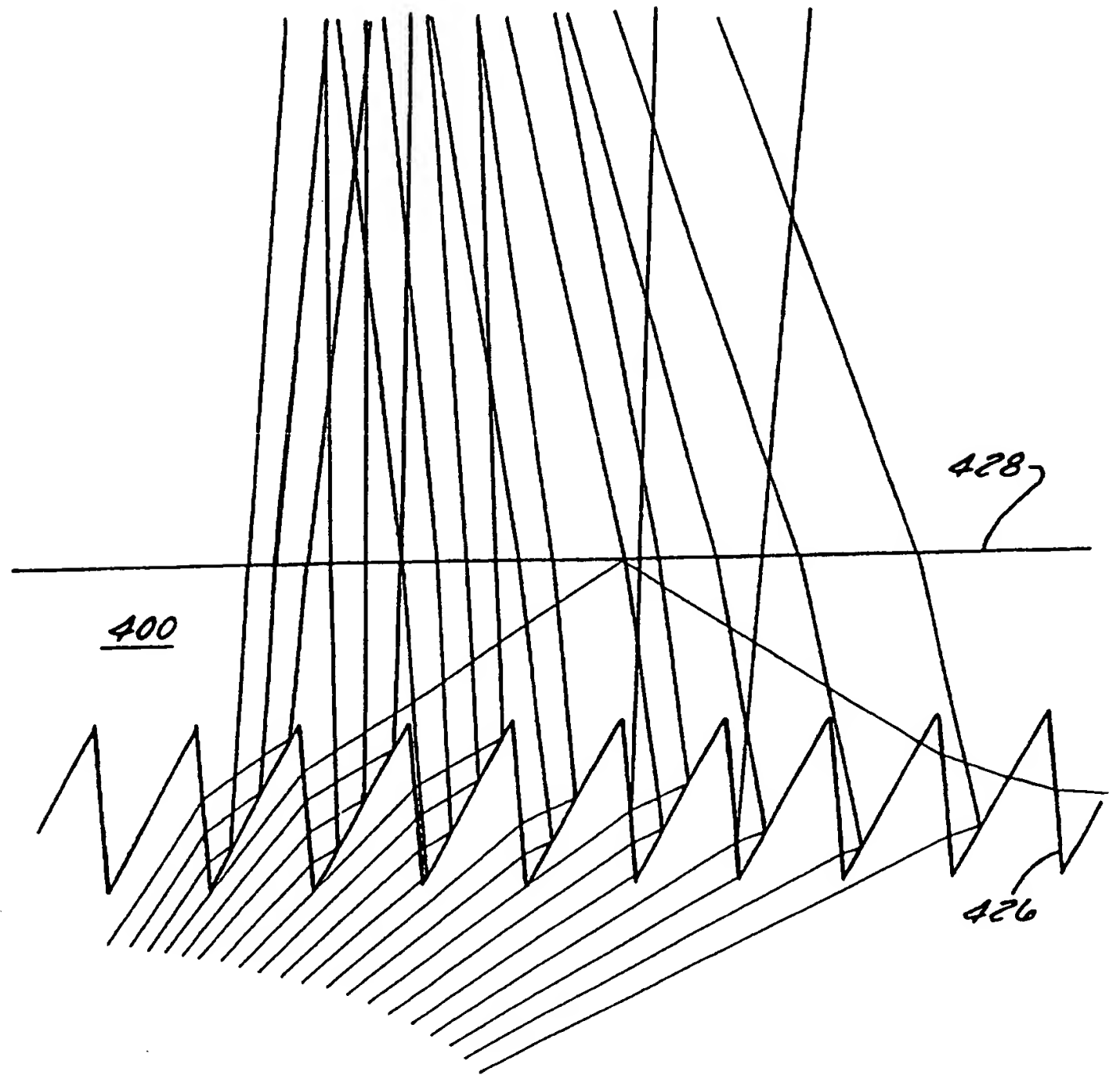


FIG. 28A

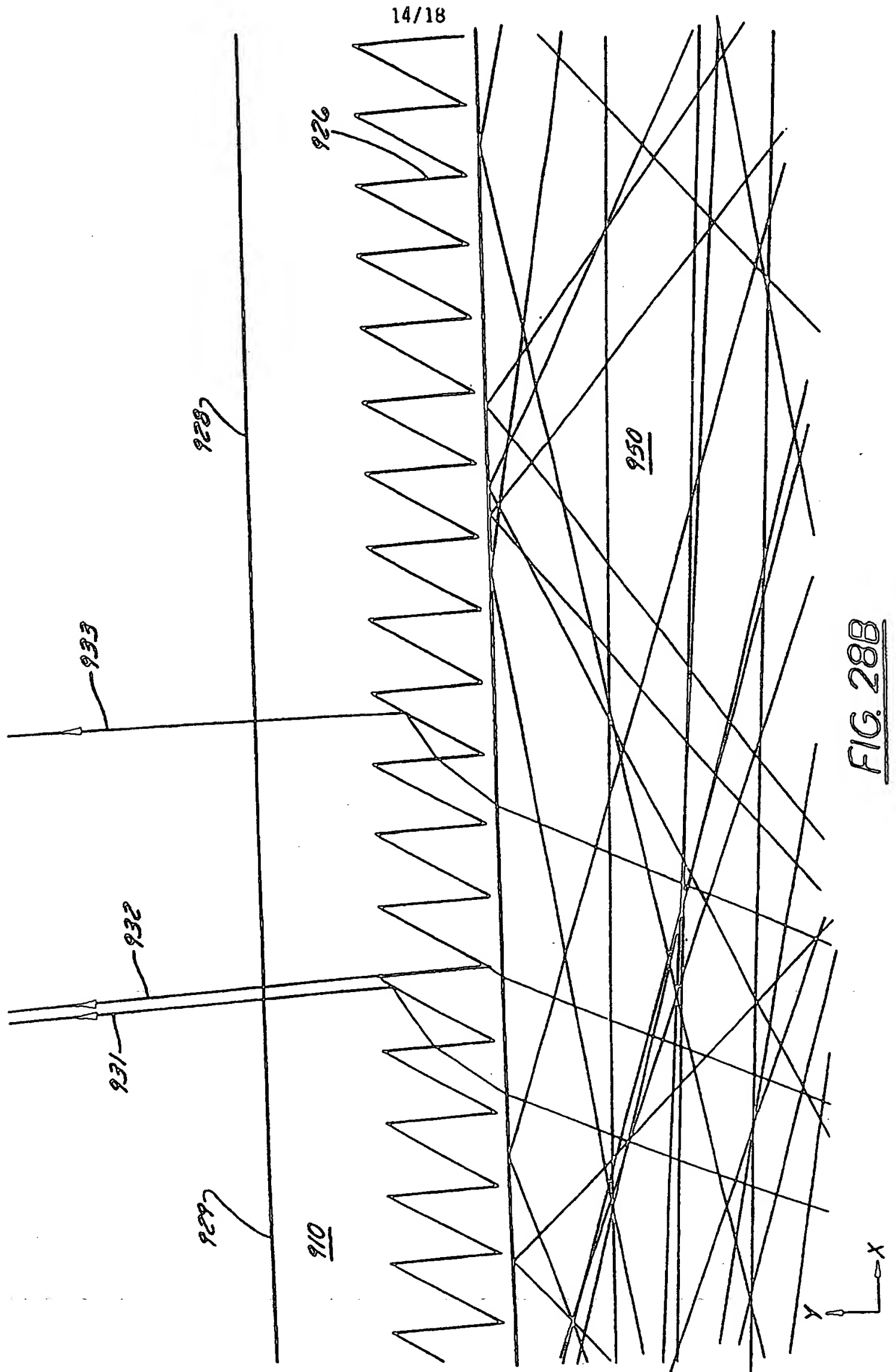
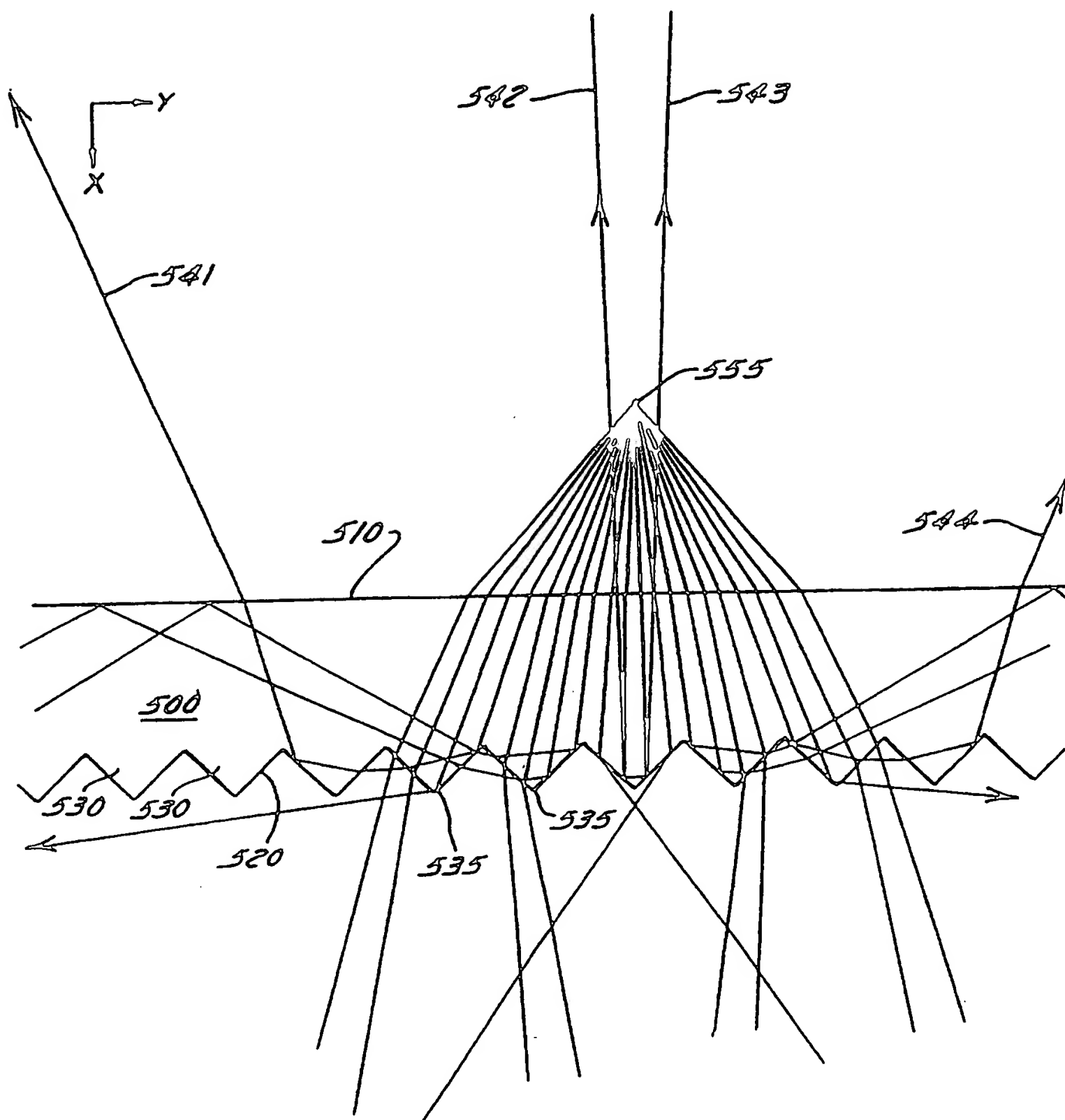


FIG. 288

FIG. 29A

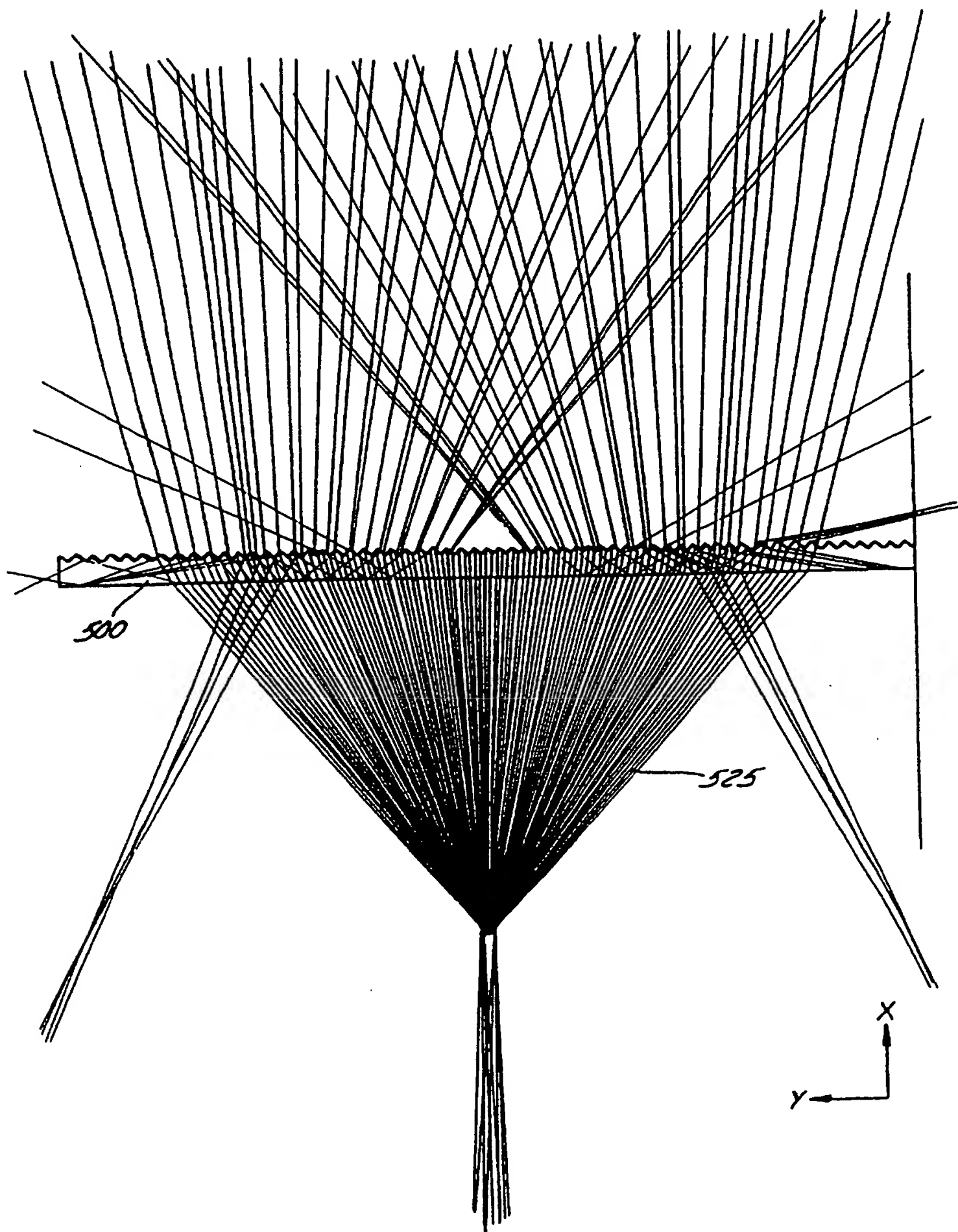
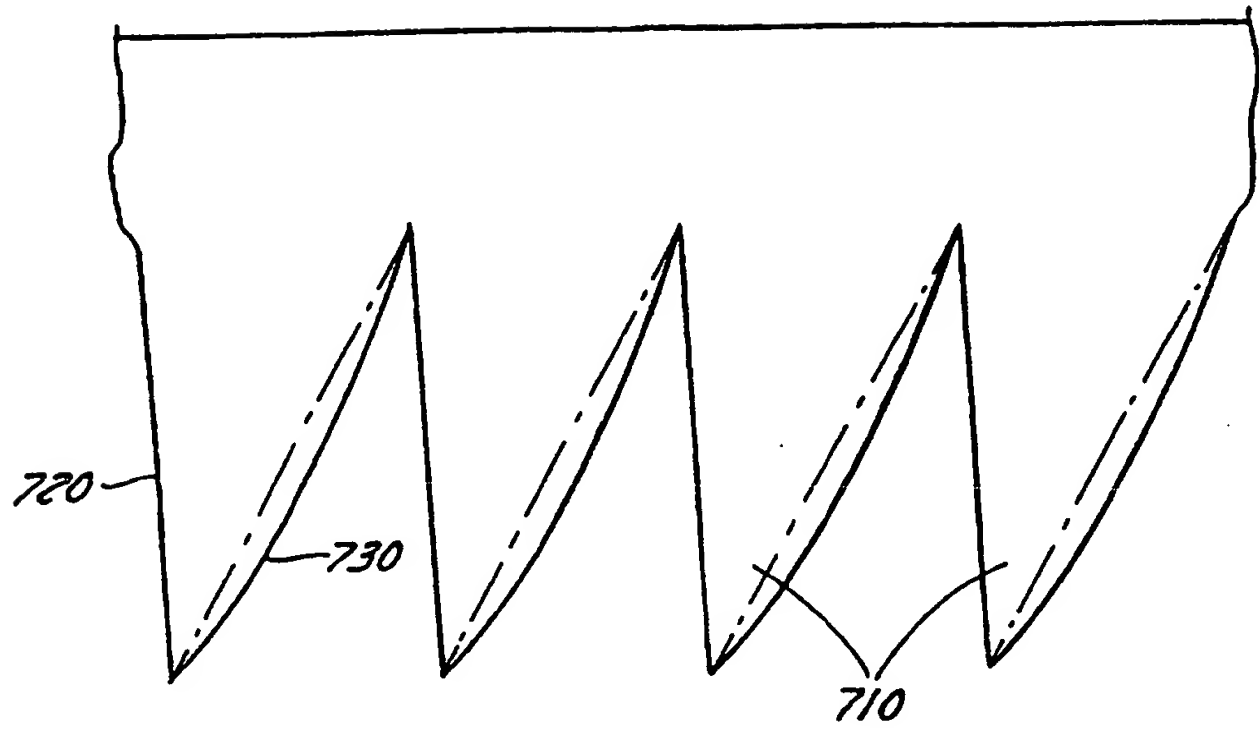
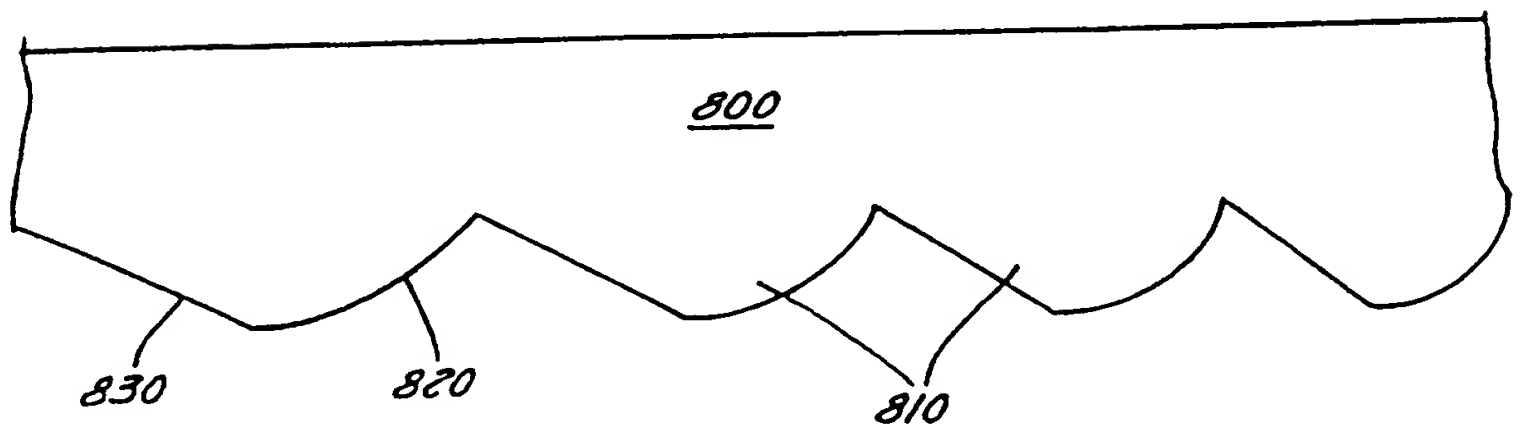


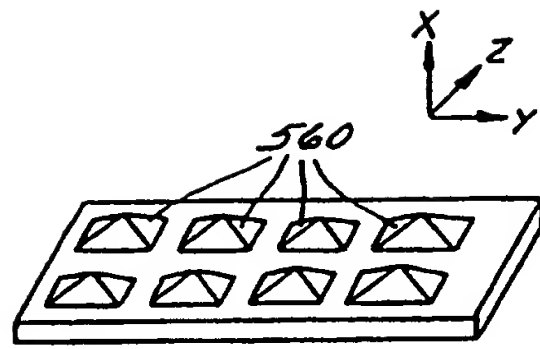
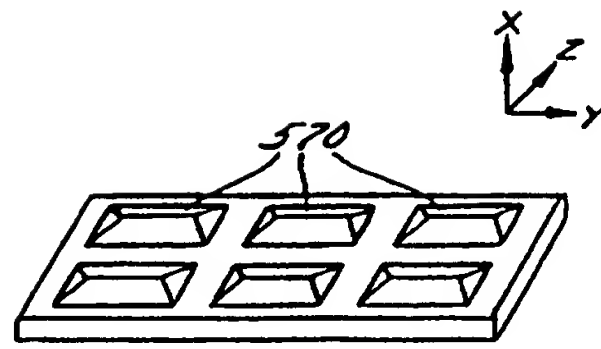
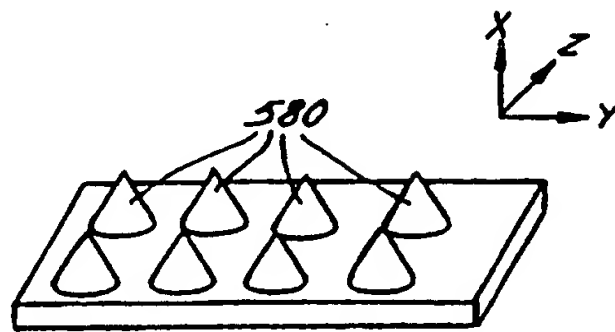
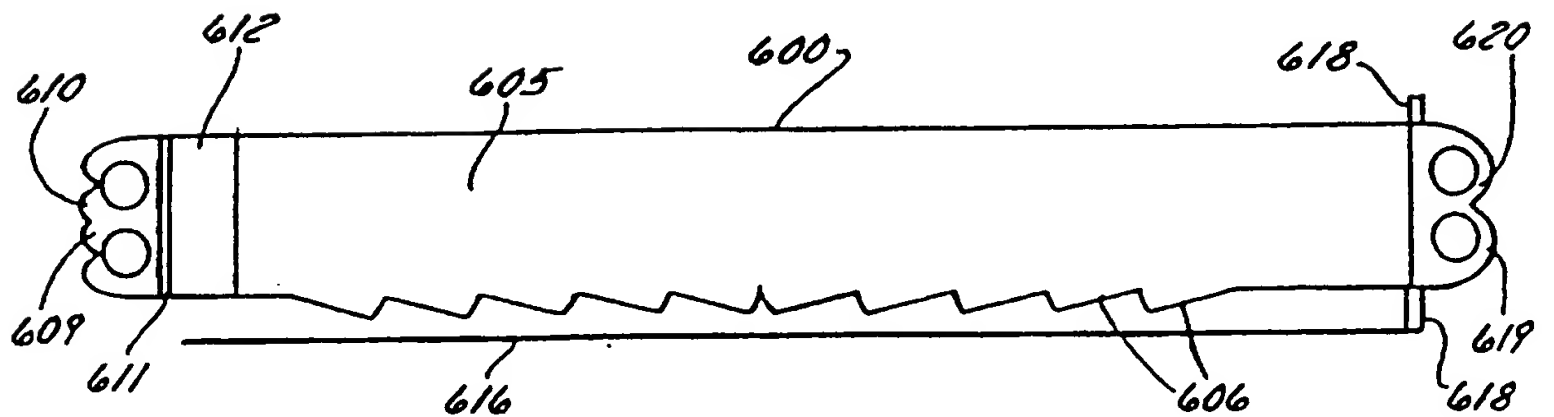
FIG. 29B

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FIG. 31FIG. 32

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FIG. 33AFIG. 33BFIG. 33CFIG. 30



## INTERNATIONAL SEARCH REPORT

International application No.  
PCT/US97/02226

## A. CLASSIFICATION OF SUBJECT MATTER

IPC(6) : G02F 1/1335

US CL : 349/062, 064, 065

According to International Patent Classification (IPC) or to both national classification and IPC

## B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

U.S. : 349/062, 064, 065

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched  
noneElectronic data base consulted during the international search (name of data base and, where practicable, search terms used)  
none

## C. DOCUMENTS CONSIDERED TO BE RELEVANT

| Category <sup>a</sup> | Citation of document, with indication, where appropriate, of the relevant passages     | Relevant to claim No. |
|-----------------------|--|-----------------------|
| A                     | US 5,410,421 A (HUIGNARD ET AL) 25 April 1995 (25/04/95), see entire document.         | 1-131                 |
| A                     | US 5,428,468 A (ZIMMERMAN ET AL) 27 June 1995 (27/06/95), see entire document.         | 1-131                 |
| A                     | US 5,467,208 A (KOKAWA ET AL) 14 November 1995 (14/11/95), see entire document.        | 1-131                 |
| A                     | US 5,467,417 A (NAKAMURA ET AL) 14 November 1995 (14/11/95), see entire document.      | 1-131                 |
| A                     | YARDLEY, J. T. Viewing-Angle-Enhancement System for LCDs. SID 95 Digest pages 793-796. | 1-131                 |



Further documents are listed in the continuation of Box C.



See patent family annex.

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| * O* document referring to an oral disclosure, use, exhibition or other means  |      |  |
| * P* document published prior to the international filing date but later than the priority date claimed  |      |  |

Date of the actual completion of the international search

15 MAY 1997

Date of mailing of the international search report

10 JUN 1997

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